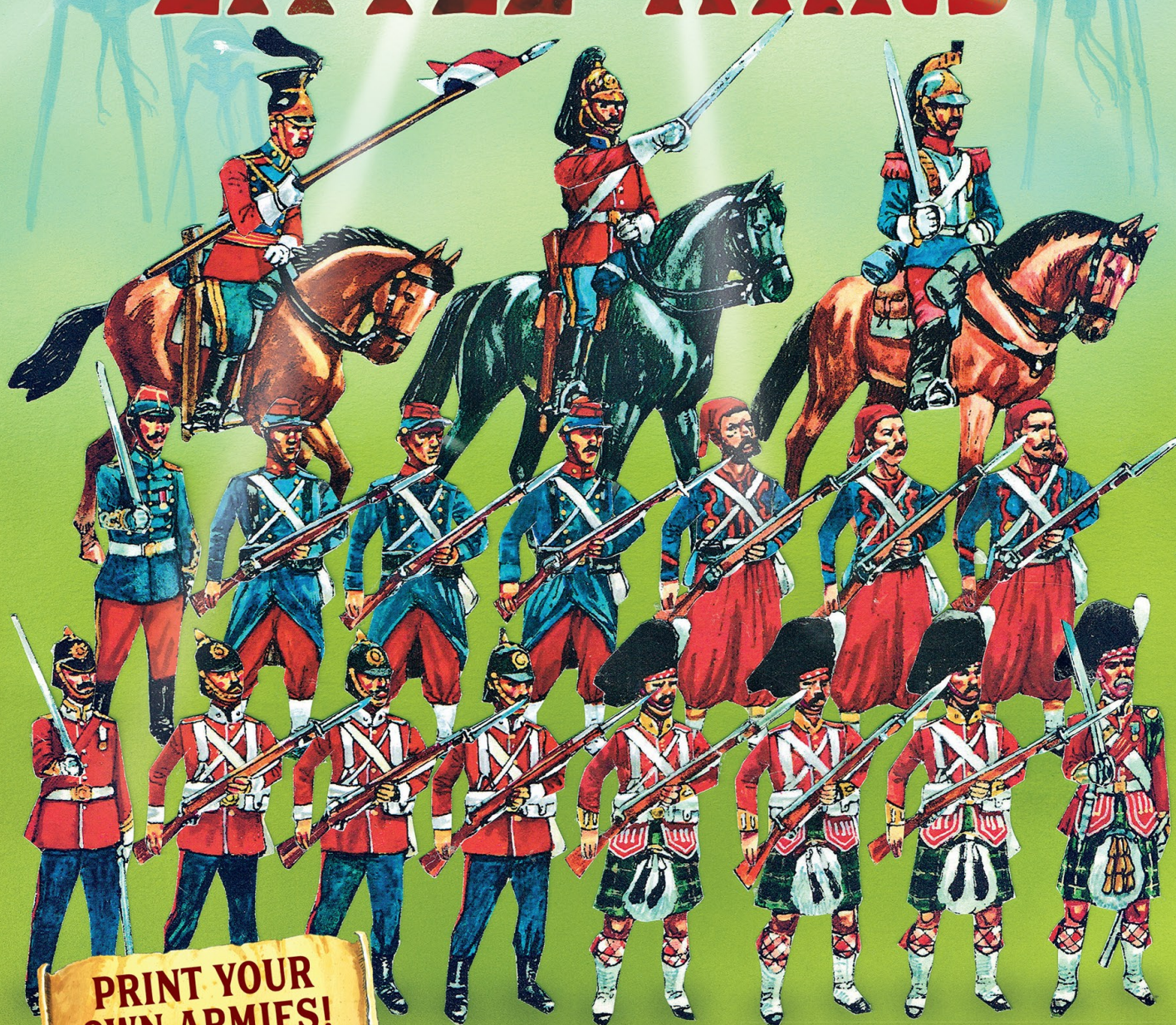


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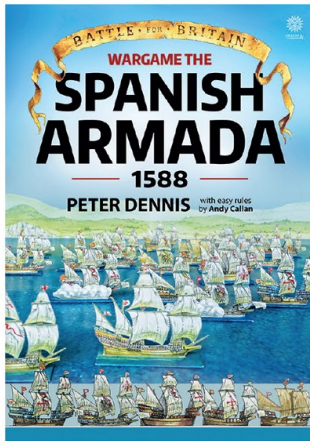
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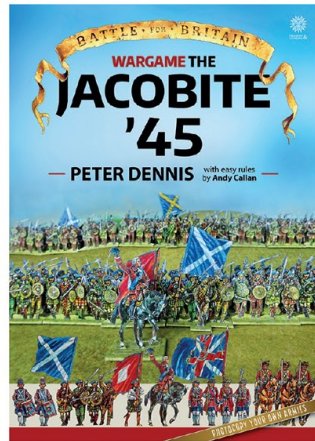
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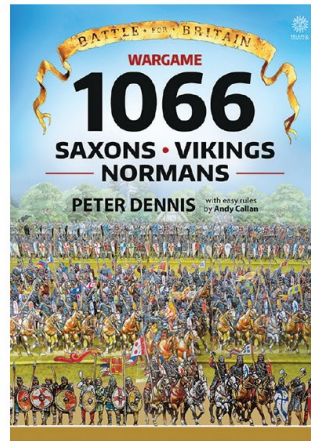
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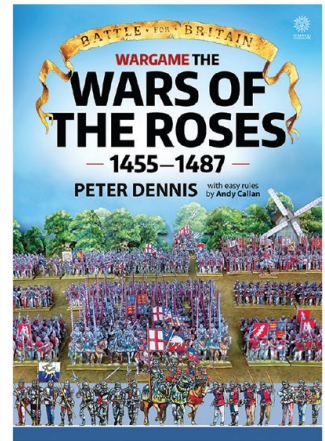
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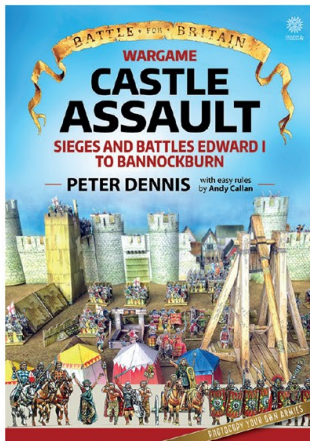
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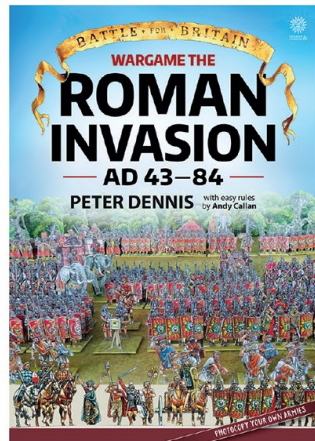
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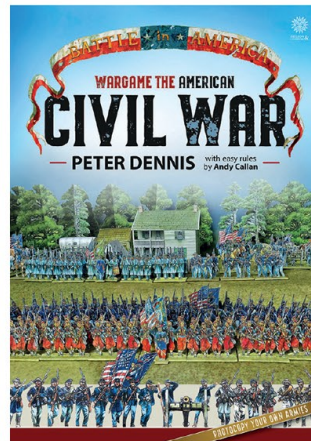
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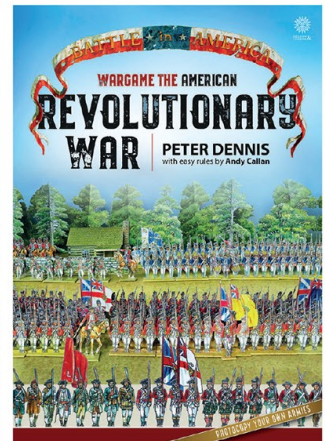
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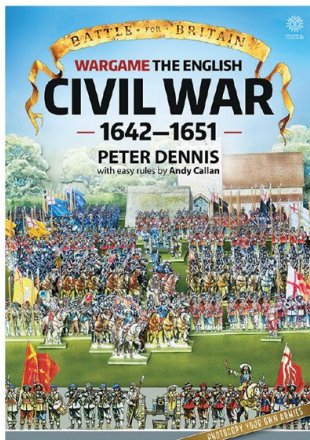
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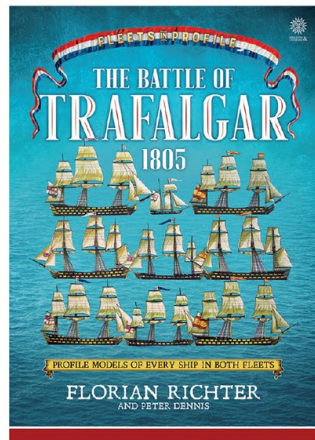
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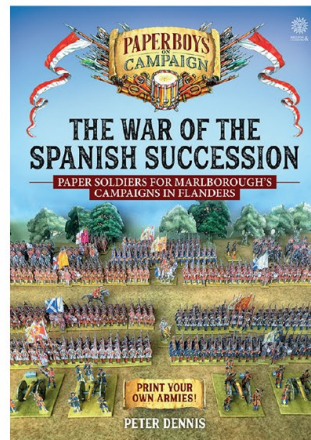
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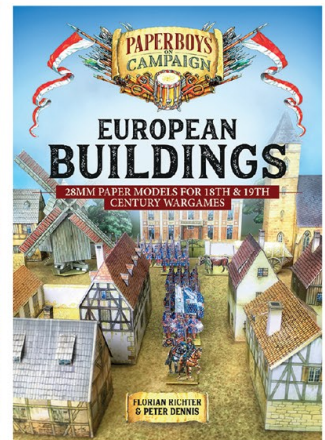
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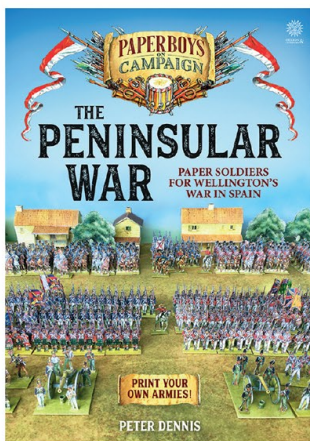
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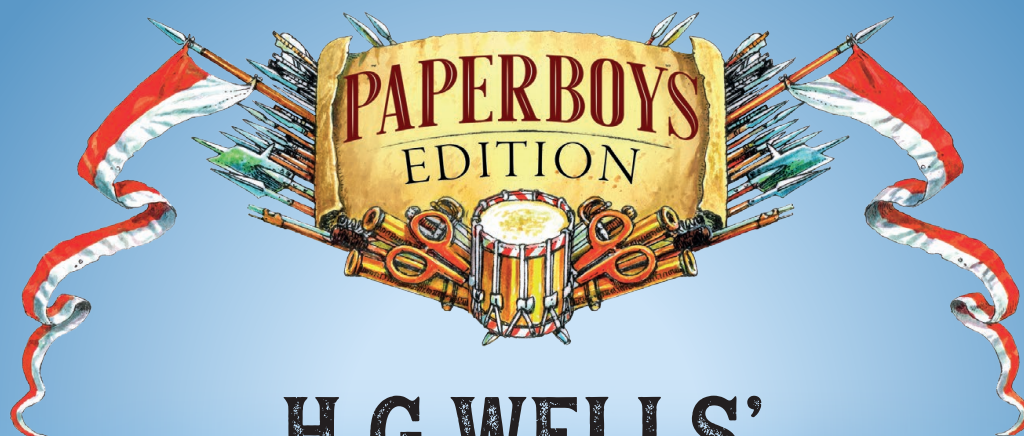


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H G WELLS' LITTLE WARS



**SLIGHTLY ABRIDGED, WITH AN INTRODUCTION BY ANDY CALLAN
54MM SCALE PAPER SOLDIERS BY PETER DENNIS**

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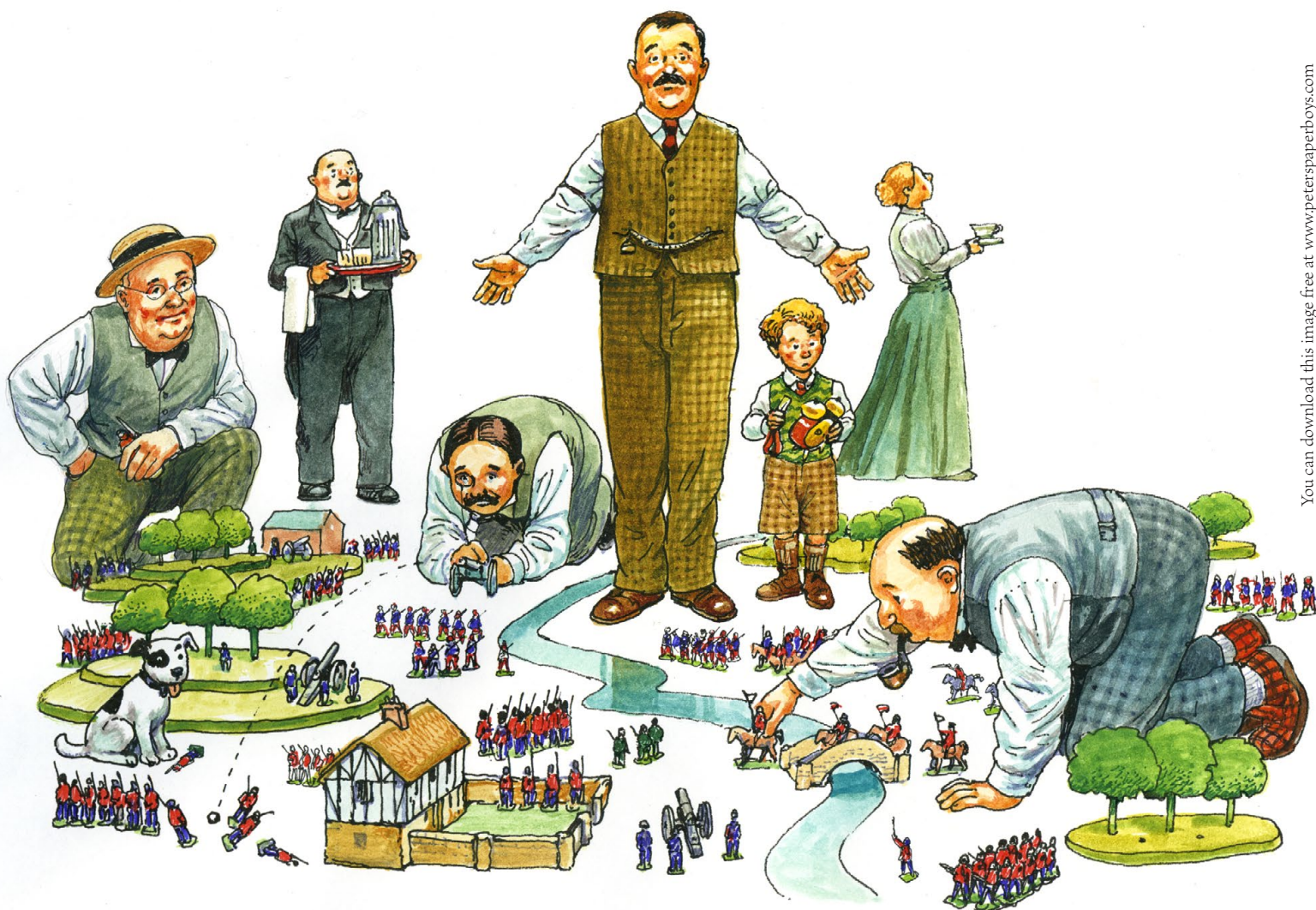
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An Introduction by Andy Callan

H G WELLS (1866-1946) DESCRIBED himself on the title page of *Little Wars* as “author of Floor Games and other inferior and minor works” – he thought he was only joking but it’s arguable that this slim volume (along with *The War of the Worlds*) is better remembered today than all the rest of his considerable literary output.

Wells was not the first British novelist to invent a war game using toy soldiers – we know that Robert Louis Stevenson was doing something very similar in a chilly attic in Davos in the 1880s. But Wells was the first to get his rules published and in over a hundred years the book has been through multiple reprints. In recent times there have been many new editions but the current volume is the very first to provide the reader with a viable alternative to gaming with the Britains 54mm hollow-cast toy soldier. A new generation of “recumbent strategists” will now have the opportunity to rediscover the simple joys of crawling on the floor “so long as limbs remain sufficiently supple” and aiming toy cannon. And if the lightweight limitations of paper technology preclude venturing outdoors for the

full Wellsian garden experience, at least modern female fashions no longer carry the risk of blighting the serried ranks with skirt-swishing disaster.

Stevenson’s game was described (in Scribner’s magazine) as “an intricate kriegspiel involving rules innumerable, constant messing with foot rules and the throwing of dice”, which all sounds very familiar to the modern-day wargamer. *Little Wars*, by contrast, is like no game still played today and this is because it turned out to be a technological dead-end. Wells based his game around a unique piece of hardware – the William Britains “4.7 Naval gun mounted for field operations”. First launched on the toy market in the aftermath of the Boer War (where its full-size equivalent had been deployed), this was a finely crafted, brass-barrelled and “... altogether elegant weapon, capable of hitting a lone soldier nine times out of ten at nine yards”.

This marvellous device was an essential part of *Little Wars*, and a very fine gun it sounds too. But in a post-war cost cutting exercise, the manufacturers simplified the

design and dispensed with the elevating screw. Wells's elegant game was made redundant overnight because the new version lacked the dead-eyed accuracy of the original design.

So *Little Wars* was left as an historical oddity in the development of the hobby, often re-printed but never imitated. A charming book, of course, redolent of the "long Edwardian Summer" with its blurry photographs of flannelled fools crawling around the nursery floor or finely-trimmed lawn. But remembered only as an eccentric pursuit of the pre-war leisured classes, gentlemen who were willing to spend the equivalent of a week's wages for a skilled tradesman on each of the toy armies required for the battles described in the book.

But it still repays a careful reading. There are telling references to contemporary military developments, from the lessons of the Boer war – "scandals of crouching concealment" – to broader issues of technology and morality – "the guns were altogether too predominant. They prevented attacks getting home...Monsieur Bloch seemed vindicated and little war had become impossible".

Perhaps the most interesting aspect of the book is the way it describes the patient evolution of the game from a casual after-dinner jape with Jerome K. Jerome – "a mere setting up and knocking down of men – tin murder" to the finished article "arrived at after much tribulation". In the process Wells covers the false starts, wrong turnings and dead ends on the way to his final destination, all things which are only too familiar to today's rule writer.

A curious feature of the rules is the absence of the chance element. Wells went out of his way to ruthlessly dispense with any random factors at all. The original melee rules (which actually sound rather exciting) were abandoned since "rash is the man who trusts his life to the spin of a coin" and this meant "the inordinate factor of chance eliminated play". Instead he replaced them with a brutal "mutually assured destruction" combat mechanism which "restored strategy to its predominance over chance".

Another contemporary Englishman chose the same approach as Wells. The Naval War Game developed by Fred T. Jane also used models pushed around on the floor. The actual firing mechanism also dispensed with any chance element and, like Wells, required players to show skills in aiming – in this case, not with a toy cannon but instead using a "striker" (an offset pin in a wooden disk on the end of a stick) used to score hits on profile drawings of the target vessels.

Both Wells and Jane used time-limited moves to up the tempo and increase the tension in their games – something we would do well to copy today. Wells describes how this time pressure "led to ... careless exposures, to rapid, less accurate shooting and just that eventfulness

one would expect in the hurry and passion of real fighting. This further removes the game from the chess category and approaches it to the likeness of active service". Jane found "the accuracy of firing gets worse as the excitement increases. Thus, in a roundabout way, some equivalent of "moral effect" is produced".

The stress of the game affected Edwardian players in other ways that are still familiar in the modern hobby:

This is a game like real war, played against time and played under conditions of considerable excitement, and it is remarkable how elastic the measurements of quite honest and honourable men can become ...

How true that is!

Through the pages of the book we follow Wells as he refines his game, avoids the pitfalls of unintended consequences and finally arrives at "a point of perfection and stability". And he concludes with a magisterial statement that should be a mantra to all who would venture down the perilous path of writing war games rules for publication:

There is not a piece of constructive legislation in the world, not a solitary attempt to meet a complicated problem, that we do not now regard the more charitably for our efforts to get a right result from this apparently easy and puerile business of fighting with toy soldiers on the floor.

Published as it was in 1913, the book's final chapter "Ending with a sort of challenge" has genuine poignancy. Its pacifistic appeal to the world's "prancing monarchs, silly scaremongers, excitable "patriots"...and all the practitioners of "Weltpolitik" to play *Little Wars* rather than the real thing may have been tongue in cheek. But Wells was making an only too valid point when he wrote that "I have never yet met in little battle any military gentleman, any captain, major, colonel, general or eminent commander, who did not presently get into difficulties and confusions among even the elementary rules of the Battle. You only have to play at *Little Wars* three or four times to realise what a blundering thing Great War must be".

The world had just a year to wait before it found out how right he was.

POSTSCRIPT: *STUART ASQUITH, WRITER, EDITOR, WARGAMER. While Peter was drawing the illustration on the opposite page, Stuart passed away. He had a lifelong admiration for H.G. and Little Wars. He is included wearing his boater, where he would have loved to be.*

H G Wells' "LITTLE WARS"

A Game for Boys from twelve years of age to one hundred and fifty and for
that more intelligent sort of girl who likes boys' games and books

With an Appendix on Kriegspiel

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I Of the Legendary Past

"LITTLE WARS" IS THE GAME of kings – for players in an inferior social position. It can be played by boys of every age from twelve to one hundred and fifty – and even later if the limbs remain sufficiently supple – by girls of the better sort, and by a few rare and gifted women. This is to be a full History of Little Wars from its recorded and authenticated beginning until the present time, an account of how to make little warfare, and hints of the most priceless sort for the recumbent strategist ...

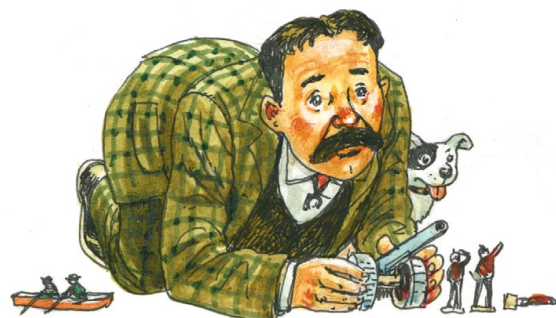
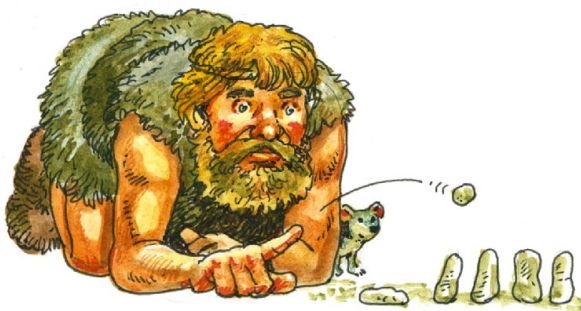
But first let it be noted in passing that there were prehistoric "Little Wars." This is no new thing, no crude novelty; but a thing tested by time, ancient and ripe in its essentials for all its perennial freshness, like spring. There was a Someone who fought Little Wars in the days of Queen Anne; a garden Napoleon. His game was inaccurately observed and insufficiently recorded by Laurence Sterne. It is clear that Uncle Toby and Corporal Trim were playing Little Wars on a scale and with an

elaboration exceeding even the richness and beauty of the contemporary game. But the curtain is drawn back only to tantalise us. It is scarcely conceivable that anywhere now on earth the Shandean Rules remain on record. Perhaps they were never committed to paper ...

And in all ages a certain barbaric warfare has been waged with soldiers of tin and lead and wood, with the weapons of the wild, with the catapult, the elastic circular garter, the peashooter, the rubber ball, and such-like appliances – a mere setting up and knocking down of men. Tin murder. The advance of civilisation has swept such rude contests altogether from the playroom. We know them no more.

II The Beginnings of Modern Little Warfare

THE BEGINNING OF THE GAME of Little War, as we know it, became possible with the invention of the spring breechloader gun. This priceless gift to boyhood appeared somewhen towards the end of the last century, a gun



capable of hitting a toy soldier nine times out of ten at a distance of nine yards. It has completely superseded all the spiral-spring and other makes of gun hitherto used in playroom warfare. These spring breechloaders are made in various sizes and patterns, but the one used in our game is that known in England as the four-point-seven gun. It fires a wooden cylinder about an inch long, and has a screw adjustment for elevation and depression. It is an altogether elegant weapon.

It was with one of these guns that the beginning of our war game was made. It was at Sandgate – in England.

The present writer had been lunching with a friend – let me veil his identity under the initials J.K.J. – in a room littered with the irrepressible debris of a small boy's pleasures. On a table near our own stood four or five soldiers and one of these guns. Mr J.K.J., his more urgent needs satisfied and the coffee imminent, drew a chair to this little table, sat down, examined the gun discreetly, loaded it warily, aimed, and hit his man. Thereupon he boasted of the deed, and issued challenges that were accepted with avidity.

He fired that day a shot that still echoes round the world. An affair – let us parallel the Cannonade of Valmy and call it the Cannonade of Sandgate – occurred, a shooting between opposed ranks of soldiers, a shooting not very different in spirit – but how different in results! – from the prehistoric warfare of catapult and garter. “But suppose,” said his antagonists; “suppose somehow one could move the men!” and therewith opened a new world of belligerence.

The matter went no further with Mr J.K.J. The seed lay for a time gathering strength, and then began to germinate with another friend, Mr W. To Mr W. was broached the idea: “I believe that if one set up a few obstacles on the floor, volumes of the British Encyclopedia and so forth, to make a Country, and moved these soldiers and guns about, one could have rather a good game, a kind of kriegspiel.

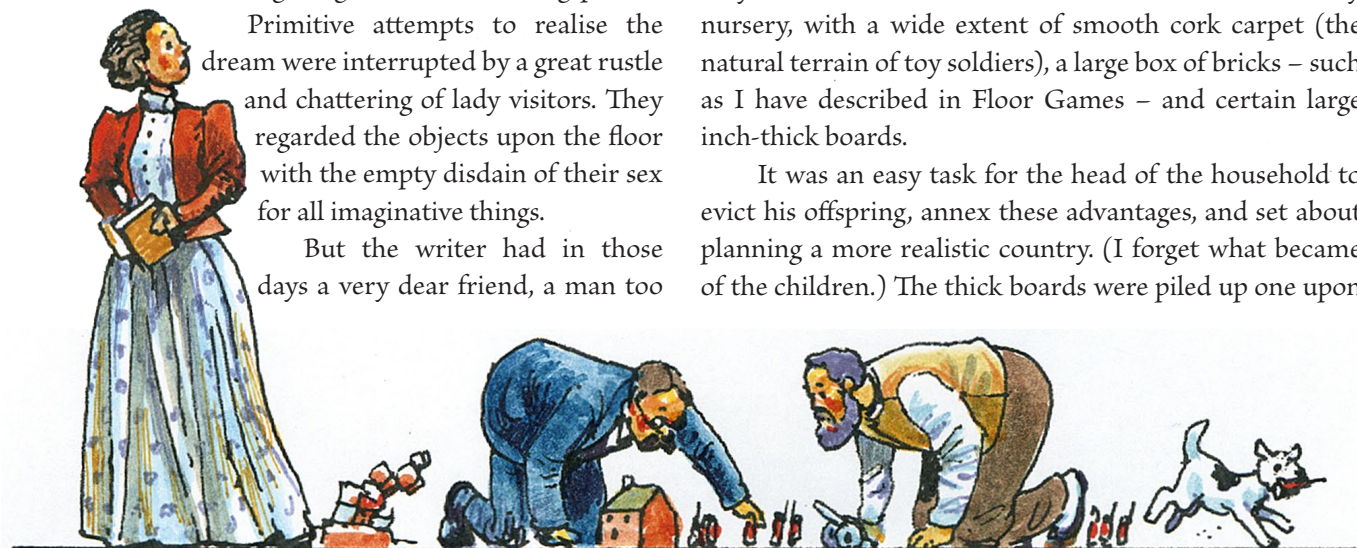
Primitive attempts to realise the dream were interrupted by a great rustle and chattering of lady visitors. They regarded the objects upon the floor with the empty disdain of their sex for all imaginative things.

But the writer had in those days a very dear friend, a man too

ill for long excursions or vigorous sports (he has been dead now these six years), of a very sweet companionable disposition, a hearty jester and full of the spirit of play. To him the idea was broached more fruitfully. We got two forces of toy soldiers, set out a lumpish Encyclopaedic land upon the carpet, and began to play. We arranged to move in alternate moves: first one moved all his force and then the other; an infantry-man could move one foot at each move, a cavalryman two, a gun two, and it might fire six shots; and if a man was moved up to touch another man, then we tossed up and decided which man was dead. So we made a game, which was not a good game, but which was very amusing once or twice. The men were packed under the lee of fat volumes, while the guns, animated by a spirit of their own, banged away at any exposed head, or prowled about in search of a shot. Occasionally men came into contact, with remarkable results. Rash is the man who trusts his life to the spin of a coin. One impossible paladin slew in succession nine men and turned defeat to victory, to the extreme exasperation of the strategist who had led those victims to their doom. This inordinate factor of chance eliminated play; the individual freedom of guns turned battles into scandals of crouching concealment; there was too much cover afforded by the books and vast intervals of waiting while the players took aim. And yet there was something about it. It was a game crying aloud for improvement.

Improvement came almost simultaneously in several directions. First there was the development of the Country. The soldiers did not stand well on an ordinary carpet, the Encyclopedia made clumsy cliff-like “cover,” and more particularly the room in which the game had its beginnings was subject to the invasion of callers, alien souls, trampling skirt-swishers, chatterers, creatures unfavourably impressed by the spectacle of two middle-aged men playing with “toy soldiers” on the floor, and very heated and excited about it. Overhead was the day nursery, with a wide extent of smooth cork carpet (the natural terrain of toy soldiers), a large box of bricks – such as I have described in Floor Games – and certain large inch-thick boards.

It was an easy task for the head of the household to evict his offspring, annex these advantages, and set about planning a more realistic country. (I forget what became of the children.) The thick boards were piled up one upon

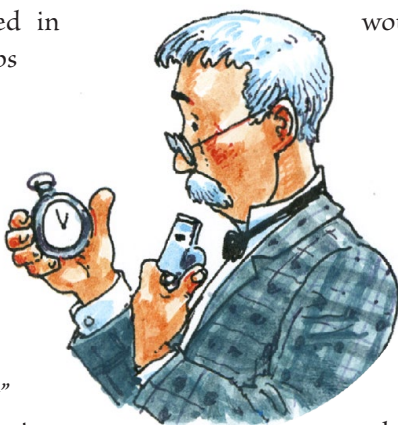


another to form hills; holes were bored in them, into which twigs of various shrubs were stuck to represent trees; houses and sheds (solid and compact piles of from three to six or seven inches high, and broad in proportion) and walls were made with the bricks; ponds and swamps and rivers, with fords and so forth indicated, were chalked out on the floor, garden stones were brought in to represent great rocks, and the "Country" at least of our perfected war game was in existence. We discovered it was easy to cut out and bend and gum together paper and cardboard walls, into which our toy bricks could be packed, and on which we could paint doors and windows, creepers and rain-water pipes, and so forth, to represent houses, castles, and churches in a more realistic manner, and, growing skilful, we made various bridges and so forth of card. Every boy who has ever put together model villages knows how to do these things, and the attentive reader will find them edifyingly represented in our photographic illustrations.

There has been little development since that time in the Country. Our illustrations show the methods of arrangement, and the reader will see how easily and readily the utmost variety of battlefields can be made. (It is merely to be remarked that a too-crowded Country makes the guns ineffective and leads to a mere tree to tree and house to house scramble, and that large open spaces along the middle, or rivers without frequent fords and bridges, lead to ineffective cannonades, because of the danger of any advance. On the whole, too much cover is better than too little.) We decided that one player should plan and lay out the Country, and the other player choose from which side he would come. And today we play over such landscapes in a cork-carpeted schoolroom, from which the proper occupants are no longer evicted but remain to take an increasingly responsible and less and less audible and distressing share in the operations.

We found it necessary to make certain general rules. Houses and sheds must be made of solid lumps of bricks, and not hollow so that soldiers can be put inside them, because otherwise muddled situations arise. And it was clearly necessary to provide for the replacement of disturbed objects by chalking out the outlines of boards and houses upon the floor or boards upon which they stood.

And while we thus perfected the Country, we were also eliminating all sorts of tediums, disputable possibilities, and deadlocks from the game. We decided that every man should be as brave and skilful as every other man, and that when two men of opposite sides came into contact they



would inevitably kill each other. This restored strategy to its predominance over chance.

We then began to humanise that wild and fearful fowl, the gun. We decided that a gun could not be fired if there were not six – afterwards we reduced the number to four – men within six inches of it. And we ruled that a gun could not both fire and move in the same general move: it could either be fired or moved (or left alone). If there were less than six men within six inches of a gun, then we tried letting it fire as many shots as there were men, and we permitted a single man to move a gun, and move with it as far as he could go by the rules – a foot, that is, if he was an infantry-man, and two feet if he was a cavalry-man. We abolished altogether that magical freedom of an unassisted gun to move two feet. And on such rules as these we fought a number of battles. They were interesting, but not entirely satisfactory. We took no prisoners – a feature at once barbaric and unconvincing. The battles lingered on a long time, because we shot with extreme care and deliberation, and they were hard to bring to a decisive finish. The guns were altogether too predominant. They prevented attacks getting home, and they made it possible for a timid player to put all his soldiers out of sight behind hills and houses, and bang away if his opponent showed as much as the tip of a bayonet. Monsieur Bloch seemed vindicated, and Little War had become impossible. And there was something a little absurd, too, in the spectacle of a solitary drummer-boy, for example, marching off with a gun.

But as there was nevertheless much that seemed to us extremely pretty and picturesque about the game, we set to work – and here a certain Mr M. with his brother. Captain M., hot from the Great War in South Africa, came in most helpfully – to quicken it. Manifestly the guns had to be reduced to manageable terms. We cut down the number of shots per move to four, and we required that four men should be within six inches of a gun for it to be in action at all. Without four men it could neither fire nor move – it was out of action; and if it moved, the four men had to go with it. Moreover, to put an end to that little resistant body of men behind a house, we required that after a gun had been fired it should remain, without alteration of the elevation, pointing in the direction of its last shot, and have two men placed one on either side of the end of its trail. This secured a certain exposure on the part of concealed and sheltered gunners. It was no longer possible to go on shooting out of a perfect security for ever. All this favoured the attack and led to a livelier game. Our next step was to abolish the tedium due to the elaborate aiming of the guns,

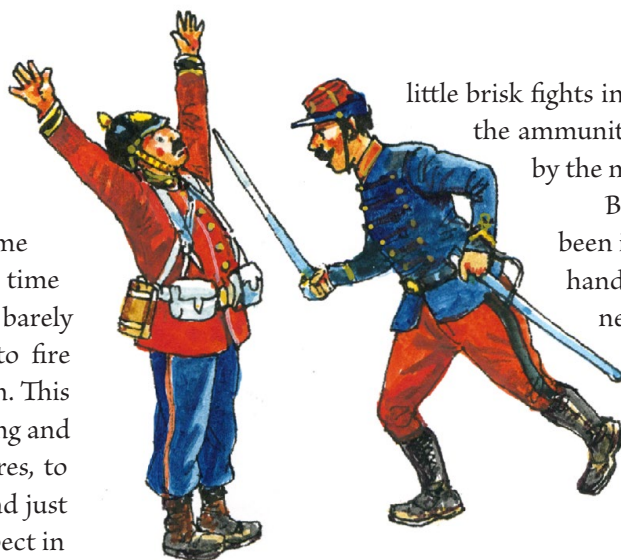
by fixing a time limit for every move. We made this an outside limit at first, ten minutes, but afterwards we discovered that it made the game much more warlike to cut the time down to a length that would barely permit a slow-moving player to fire all his guns and move all his men. This led to small bodies of men lagging and "getting left", to careless exposures, to rapid, less accurate shooting, and just that eventfulness one would expect in the hurry and passion of real fighting. It also made the game brisker. We

have since also made a limit, sometimes of four minutes, sometimes of five minutes, to the interval for adjustment and deliberation after one move is finished and before the next move begins. This further removes the game from the chess category, and approximates it to the likeness of active service. Most of a general's decisions, once a fight has begun, must be made in such brief intervals of time. (But we leave unlimited time at the outset for the planning.)

As to our time-keeping, we catch a visitor with a stopwatch if we can, and if we cannot, we use a fair-sized clock with a second-hand: the player not moving says "Go", and warns at the last two minutes, last minute, and last thirty seconds. But I think it would not be difficult to procure a cheap clock – because, of course, no one wants a very accurate agreement with Greenwich as to the length of a second – that would have minutes instead of hours and seconds instead of minutes, and that would ping at the end of every minute and discharge an alarm note at the end of the move. That would abolish the rather boring strain of time-keeping. One could just watch the fighting.

Moreover, in our desire to bring the game to a climax, we decided that instead of a fight to a finish we would fight to some determined point, and we found very good sport in supposing that the arrival of three men of one force upon the back line of the opponent's side of the country was of such strategic importance as to determine the battle. But this form of battle we have since largely abandoned in favour of the old fight to a finish again. We found it led to one type of battle only, a massed rush at the antagonist's line, and that our arrangements of time-limits and capture and so forth had eliminated most of the concluding drag upon the game.

Our game was now very much in its present form. We considered at various times the possibility of introducing some complication due to the bringing up of ammunition or supplies generally, and we decided that it would add little to the interest or reality of the game. Our battles are



little brisk fights in which one may suppose that all the ammunition and food needed are carried by the men themselves.

But our latest development has been in the direction of killing hand to hand or taking prisoners. We found it necessary to distinguish between an isolated force and a force that was merely a projecting part of a larger force. We made a definition of isolation. After a considerable amount of trials we decided that a man or a detachment shall be considered to be isolated

when there is less than half its number of its own side within a move of it. Now, in actual civilised warfare small detached bodies do not sell their lives dearly; a considerably larger force is able to make them prisoners without difficulty. Accordingly we decided that if a blue force, for example, has one or more men isolated, and a red force of at least double the strength of this isolated detachment moves up to contact with it, the blue men will be considered to be prisoners.

That seemed fair; but so desperate is the courage and devotion of lead soldiers, that it came to this, that any small force that got or seemed likely to get isolated and caught by a superior force instead of waiting to be taken prisoners, dashed at its possible captors and slew them man for man. It was manifestly unreasonable to permit this. And in considering how best to prevent such inhuman heroisms, we were reminded of another frequent incident in our battles that also erred towards the incredible and vitiated our strategy. That was the charging of one or two isolated horse-men at a gun in order to disable it. Let me illustrate this by an incident. A force consisting of ten infantry and five cavalry with a gun are retreating across an exposed space, and a gun with thirty men, cavalry and infantry, in support comes out upon a crest into a position to fire within two feet of the retreating cavalry. The attacking player puts eight men within six inches of his gun and pushes the rest of his men a little forward to the right or left in pursuit of his enemy. In the real thing, the retreating horsemen would go off to cover with the gun, "hell for leather", while the infantry would open out and retreat, firing. But see what happened in our imperfect form of Little War! The move of the retreating player began. Instead of retreating his whole force, he charged home with his mounted desperadoes, killed five of the eight men about the gun, and so by the rule silenced it, enabling the rest of his little body to get clean away to cover at the leisurely pace of one foot a move. This was not like any sort of warfare.



In real life cavalry cannot pick out and kill its equivalent in cavalry while that equivalent is closely supported by other cavalry or infantry; a handful of troopers cannot gallop past well and abundantly manned guns in action, cut down the gunners and interrupt the fire. And yet for a time we found it a little difficult to frame simple rules to meet these two bad cases and prevent such scandalous possibilities. We did at last contrive to do so; we invented what we call the *mélée*, and our revised rules in the event of a *mélée* will be found set out upon a later page. They do really permit something like an actual result to hand-to-hand encounters. They abolish Horatius Cocles.

We also found difficulties about the capturing of guns. At first we had merely provided that a gun was captured when it was out of action and four men of the opposite force were within six inches of it, but we found a number of cases for which this rule was too vague. A gun, for example, would be disabled and left with only three men within six inches; the enemy would then come up eight or ten strong within six inches on the other side, but not really reaching the gun. At the next move the original possessor of the gun would bring up half a dozen men within six inches. To whom did the gun belong? By the original wording of our rule, it might be supposed to belong to the attack which had never really touched the gun yet, and they could claim to turn it upon its original side. We had to meet a number of such cases. We met them by requiring the capturing force – or, to be precise, four men of it – actually to pass the axle of the gun before it could be taken.

All sorts of odd little difficulties arose too, connected with the use of the guns as a shelter from fire, and very exact rules had to be made to avoid tilting the nose and raising the breech of a gun in order to use it as cover.

We still found it difficult to introduce any imitation into our game of either retreat or the surrender of men not actually taken prisoners in a *mélée*. Both things were possible by the rules, but nobody did them because there was no inducement to do them. Games were apt to end obstinately with the death or capture of the last man. An inducement was needed. This we contrived by playing not for the game but for points, scoring the result of each

game and counting the points towards the decision of a campaign. Our campaign was to our single game what a rubber is to a game of whist. We made the end of a war 200, 300, or 400 or more points up, according to the number of games we wanted to play, and we scored a hundred for each battle won, and in addition 1 for each infantry-man, $1\frac{1}{2}$ for each cavalry-man, 10 for each gun, $\frac{1}{2}$ for each man held prisoner by the enemy, and $\frac{1}{2}$ for each prisoner held at the end of the game, subtracting what the antagonist scored by the same scale. Thus, when he felt the battle was hopelessly lost, he had a direct inducement to retreat any guns he could still save and surrender any men who were under the fire of the victors' guns and likely to be slaughtered, in order to minimise the score against him. And an interest was given to a skilful retreat, in which the loser not only saved points for himself but inflicted losses upon the pursuing enemy.

At first we played the game from the outset, with each player's force within sight of his antagonist; then we found it possible to hang a double curtain of casement cloth from a string stretched across the middle of the field, and we drew this back only after both sides had set out their men. Without these curtains we found the first player was at a heavy disadvantage, because he displayed all his dispositions before his opponent set down his men.

And at last our rules have reached stability, and we regard them now with the virtuous pride of men who have persisted in a great undertaking and arrived at precision after much tribulation. There is not a piece of constructive legislation in the world, not a solitary attempt to meet a complicated problem, that we do not now regard the more charitably for our efforts to get a right result from this apparently easy and puerile business of fighting with tin soldiers on the floor.

And so our laws all made, battles have been fought, the mere beginnings, we feel, of vast campaigns. The game has become in a dozen aspects extraordinarily like a small real battle. The plans are made, the Country hastily surveyed, and then the curtains are closed, and the antagonists make their opening dispositions. Then the curtains are drawn back and the hostile forces come within sight of each other; the little companies and squadrons and batteries appear hurrying to their positions, the infantry deploying into long open lines, the cavalry sheltering in reserve, or galloping with the guns to favourable advance positions.

In two or three moves the guns are flickering into action, a cavalry *mélée* may be in progress, the plans of the attack are more or less apparent, here are men pouring out from the shelter of a wood to secure some point of vantage, and here are troops massing among farm buildings for a vigorous attack. The combat grows hot round some vital point. Move follows move in swift succession. One realises

with a sickening sense of error that one is outnumbered and hard pressed here and uselessly cut off there, that one's guns are ill-placed, that one's wings are spread too widely, and that help can come only over some deadly zone of fire.

So the fight wears on. Guns are lost or won, hills or villages stormed or held; suddenly it grows clear that the scales are tilting beyond recovery, and the loser has nothing left but to contrive how he may get to the back line and safety with the vestiges of his command.

But let me, before I go on to tell of actual battles and campaigns, give here a summary of our essential rules.

III The Rules

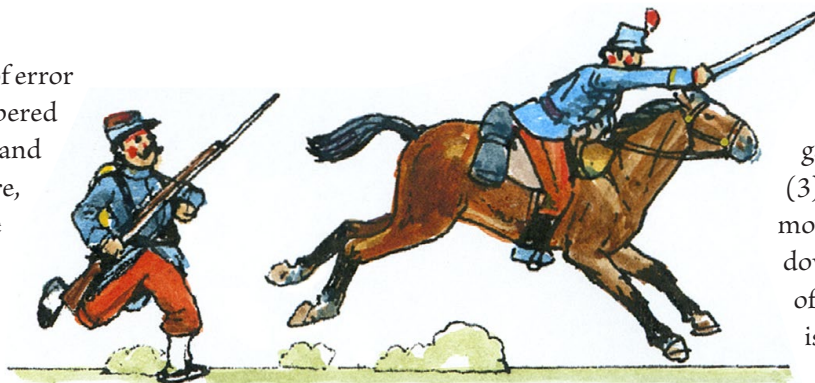
HERE, THEN, ARE THE RULES of the perfect battle-game as we play it in an ordinary room.

The Country

- (1) The Country must be arranged by one player, who, failing any other agreement, shall be selected by the toss of a coin.
- (2) The other player shall then choose which side of the field he will fight from.
- (3) The Country must be disturbed as little as possible in each move. Nothing in the Country shall be moved or set aside deliberately to facilitate the firing of guns. A player must not lie across the Country so as to crush or disturb the Country if his opponent objects. Whatever is moved by accident shall be replaced after the end of the move.

The Move

- (1) After the Country is made and the sides chosen, then (and not until then) the players shall toss for the first move.
- (2) If there is no curtain, the player winning the toss, hereafter called the First Player, shall next arrange his men along his back line, as he chooses. Any men he may place behind or in front of his back line shall count in the subsequent move as if they touched the back line at its nearest point. The Second Player shall then do the same. But if a curtain is available both first and second player may put down their men at the same time. Both players may take unlimited time for the putting down of their men; if there is a curtain



it is drawn back when they are ready, and the game then begins.

- (3) The subsequent moves after the putting down are timed. The length of time given for each move is determined by the size of the forces engaged. About a minute should

be allowed for moving 30 men and a minute for each gun. Thus for a force of 110 men and 3 guns, moved by one player, seven minutes is an ample allowance. As the battle progresses and the men are killed off, the allowance is reduced as the players may agree. The player about to move stands at attention a yard behind his back line until the timekeeper says "Go". He then proceeds to make his move until time is up. He must instantly stop at the cry of "Time". Warning should be given by the timekeeper two minutes, one minute, and thirty seconds before time is up. There will be an interval before the next move, during which any disturbance of the Country can be rearranged and men accidentally overturned replaced in a proper attitude. This interval must not exceed five or four minutes, as may be agreed upon.

- (4) Guns must not be fired before the second move of the first player – not counting the "putting down" as a move. Thus the first player puts down, then the second player, the first player moves, then the second player, and the two forces are then supposed to come into effective range of each other and the first player may open fire if he wishes to do so.
- (5) In making his move a player must move or fire his guns if he wants to do so, before moving his men. To this rule of "Guns First" there is to be no exception.
- (6) Every soldier may be moved and every gun moved or fired at each move, subject to the following rules:

Mobility of the Various Arms

Each player must be provided with two pieces of string, one two feet in length and the other six inches.

- (I) An infantry-man may be moved a foot or any less distance at each move.
- (II) A cavalry-man may be moved two feet or any less distance at each move.
- (III) A gun is in action if there are at least four men of its own side within six inches of it. If there are not at least four men within that distance, it can neither be moved nor fired.
- (IV) If a gun is in action it can either be moved or fired at each move, but not both. If it is fired, it may fire as

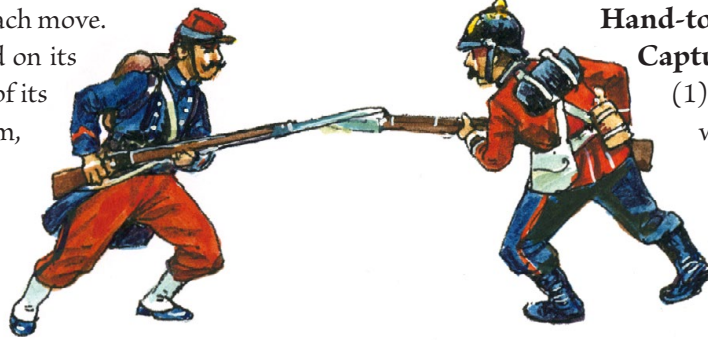
many as four shots in each move.

It may be swung round on its axis (the middle point of its wheel axle) to take aim, provided the Country about it permits; it may be elevated or depressed, and the soldiers about it may, at the discretion of the

firer, be made to lie down in their places to facilitate its handling. Moreover, soldiers who have got in front of the fire of their own guns may lie down while the guns fire over them. At the end of the move the gun must be left without altering its elevation and pointing in the direction of the last shot. And after firing, two men must be placed exactly at the end of the trail of the gun, one on either side in a line directly behind the wheels. So much for firing. If the gun is moved and not fired, then at least four men who are with the gun must move up with it to its new position, and be placed within six inches of it in its new position. The gun itself must be placed trail forward and the muzzle pointing back in the direction from which it came, and so it must remain until it is swung round on its axis to fire. Obviously the distance which a gun can move will be determined by the men it is with; if there are at least four cavalymen with it, they can take the gun two feet, but if there are fewer cavalymen than four and the rest infantry, or no cavalry and all infantry, the gun will be movable only one foot.

(V) Every man must be placed fairly clear of hills, buildings, trees, guns, etc. He must not be jammed into interstices, and either player may insist upon a clear distance between any man and any gun or other object of at least one-sixteenth of an inch. Nor must men be packed in contact with men. A space of one-sixteenth of an inch should be kept between them.

(VI) When men are knocked over by a shot they are dead, and as many men are dead as a shot knocks over or causes to fall or to lean so that they would fall if unsupported. But if a shot strikes a man but does not knock him over, he is dead, provided the shot has not already killed a man. But a shot cannot kill more than one man without knocking him over, and if it touches several without oversetting them, only the first touched is dead and the others are not incapacitated. A shot that rebounds from or glances off any object and touches a man, kills him; it kills him even if it simply rolls to his feet, subject to what has been said in the previous sentence.



Hand-to-Hand Fighting and Capturing

- (1) A man or a body of men which has less than half its own number of men on its own side within a move of it, is said to be isolated. But if there is at least half its number of men of its own side within a move of it, it is not isolated; it is supported.
- (2) Men may be moved up into virtual contact (one-eighth of an inch or closer) with men of the opposite side. They must then be left until the end of the move.
- (3) At the end of the move, if there are men of the side that has just moved in contact with any men of the other side, they constitute a *mélée*. All the men in contact, and any other men within six inches of the men in contact, measuring from any point of their persons, weapons, or horses, are supposed to take part in the *mélée*. At the end of the move the two players examine the *mélée* and dispose of the men concerned according to the following rules: –

Either the numbers taking part in the *mélée* on each side are equal or unequal.

- (a) If they are equal, all the men on both sides are killed.
- (b) If they are unequal, then the inferior force is either isolated or (measuring from the points of contact) not isolated.
 - (i) If it is isolated (see (1) above), then as many men become prisoners as the inferior force is less in numbers than the superior force, and the rest kill each a man and are killed. Thus nine against eleven have two taken prisoners, and each side seven men dead. Four of the eleven remain with two prisoners. One may put this in another way by saying that the two forces kill each other off, man for man, until one force is double the other, which is then taken prisoner. Seven men kill seven men, and then four are left with two.
 - (ii) But if the inferior force is not isolated (see (1) above), then each man of the inferior force kills a man of the superior force and is himself killed.

And the player who has just completed the move, the one who has charged, decides, when there is any choice, which men in the *mélée*, both of his own and of his antagonist, shall die and which shall be prisoners or captors.

All these arrangements are made after the move is over, in the interval between the moves, and the time taken for the adjustment does not count as part of the usual interval for consideration. It is extra time.

The player next moving may, if he has taken prisoners, move these prisoners. Prisoners may be sent under escort to the rear or wherever the capturer directs, and one man within six inches of any number of prisoners up to seven can escort these prisoners and go with them. Prisoners are liberated by the death of any escort there may be within six inches of them, but they may not be moved by the player of their own side until the move following that in which the escort is killed. Directly prisoners are taken they are supposed to be disarmed, and if they are liberated they cannot fight until they are rearmed. In order to be rearmed they must return to the back line of their own side. An escort having conducted prisoners to the back line, and so beyond the reach of liberation, may then return into the fighting line.

Prisoners once made cannot fight until they have returned to their back line. It follows, therefore, that if after the adjudication of a *mélée* a player moves up more men into touch with the survivors of this first *mélée*, and so constitutes a second *mélée*, any prisoners made in the first *mélée* will not count as combatants in the second *mélée*. Thus if A moves up nineteen men into a *mélée* with thirteen of B's – B having only five in support – A makes six prisoners, kills seven men, and has seven of his own killed. If, now, B can move up fourteen men into *mélée* with A's victorious survivors, which he may be able to do by bringing the five into contact, and getting nine others within six inches of them, no count is made of the six of B's men who are prisoners in the hands of A. They are disarmed. B, therefore, has fourteen men in the second *mélée* and A twelve, B makes two prisoners, kills ten of A's men, and has ten of his own killed. But now the six prisoners originally made by A are left without an escort, and are therefore recaptured by B. But they must go to B's back line and return before they can fight again. So, as the outcome of these two *mélées*, there are six of B's men going as released prisoners to his back line whence they may return into the battle, two of A's men prisoners in the hands of B, one of B's staying with them as escort, and three of B's men still actively free for action. A, at a cost of nineteen men, has disposed of seventeen of B's men for good, and of six or seven, according to whether B keeps his prisoners in his fighting line or not, temporarily.



(4) Any isolated body may hoist the white flag and surrender at any time.

(5) A gun is captured when there is no man whatever of its original side within six inches of it, and when at least four men of the antagonist side have moved up to it and have passed its wheel axis going in the direction of their attack. This latter point is important. An antagonist's gun may be out of action, and you may have a score of men coming up to it and within six inches of it, but it is not yet captured; and you may have brought up a dozen men all round the hostile gun, but if there is still one enemy just out of their reach and within six inches of the end of the trail of the gun, that gun is not captured: it is still in dispute and out of action, and you may not fire it or move it at the next move. But once a gun is fully captured, it follows all the rules of your own guns.

Varieties of the Battle-Game

You may play various types of game.

(1) One is the Fight to the Finish. You move in from any points you like on the back line and try to kill, capture, or drive over his back line the whole of the enemy's force. You play the game for points; you score 100 for the victory, and 10 for every gun you hold or are in a position to take, 1-1/2 for every cavalry-man, 1 for every infantryman still alive and uncaptured, 1/2 for every man of yours prisoner in the hands of the enemy, and 1/2 for every prisoner you have taken. If the battle is still undecided when both forces are reduced below fifteen men, the battle is drawn and the 100 points for victory are divided.

Note – This game can be fought with any sized force, but if it is fought with less than 50 a side, the minimum must be 10 a side.

(2) The Blow at the Rear game is decided when at least three men of one force reach any point in the back line of their antagonist. He is then supposed to have suffered a strategic defeat, and he must retreat his entire force over the back line in six moves, i.e. six of his moves. Anything left on the field after six moves capitulates to the victor. Points count as in the preceding game, but this lasts a shorter time and is better adapted to a cramped country with a short back line. With a long rear line the game is simply a

rush at some weak point in the first player's line by the entire cavalry brigade of the second player. Instead of making the whole back line available

for the Blow at the Rear, the middle or either half may be taken.

- (3) In the Defensive Game, a force, the defenders, two-thirds as strong as its antagonist, tries to prevent the latter arriving, while still a quarter of its original strength, upon the defender's back line. The Country must be made by one or both of the players before it is determined which shall be defender. The players then toss for choice of sides, and the winner of the toss becomes the defender. He puts out his force over the field on his own side, anywhere up to the distance of one move off the middle line – that is to say, he must not put any man within one move of the middle line, but he may do so anywhere on his own side of that limit – and then the loser of the toss becomes first player, and sets out his men a move from his back line. The defender may open fire forthwith; he need not wait until after the second move of the first player, as the second player has to do.

Composition of Forces

Except in the above cases, or when otherwise agreed upon, the forces engaged shall be equal in number and similar in composition. The methods of handicapping are obvious. A slight inequality (chances of war) may be arranged between equal players by leaving out 12 men on each side and tossing with a pair of dice to see how many each player shall take of these. The best arrangement and proportion of the forces is in small bodies of about 20 to 25 infantry-men and 12 to 15 cavalry to a gun. Such a force can maneuver comfortably on a front of 4 or 5 feet. Most of our games have been played with about 80 infantry, 50 cavalry, 3 or 4 naval guns, and a field gun on either side, or with smaller proportional forces. We have played excellent games on an eighteen-foot battlefield with over two hundred men and six guns a side. A player may, of course, rearrange his forces to suit his own convenience; brigade all or most of his cavalry into a powerful striking force, or what not. But more guns proportionally lead to their being put out of action too early for want of men; a larger proportion of infantry makes the game sluggish, and more cavalry – because of the difficulty of keeping large bodies of this force under cover – leads simply to early heavy losses by gunfire and violent and disastrous charging. The composition of a force may, of course, be varied considerably. One good Fight to a Finish game we tried as follows: We made the Country, tossed for choice, and then drew curtains across the middle of the field. Each player then selected his force from the available soldiers in this way: he counted infantry as 1 each, cavalry as 1-1/2, and a gun as 10, and, taking whatever he liked in whatever position he liked, he made up a total of 150. He could, for instance, choose 100 infantry and 5 guns, or 100 cavalry and no guns, or 60 infantry, 40 cavalry, and 3 guns. In the result, a Boer-like cavalry force of 80 with 3 guns suffered defeat at the hands of 110 infantry with 4.



Size of the Soldiers

The soldiers used should be all of one size. The best British makers have standardised sizes, and sell infantry and cavalry in exactly proportioned dimensions; the infantry being nearly two inches tall. There is a lighter, cheaper make of perhaps an inch and a half high that is also available. Foreign-made soldiers are of variable sizes.

IV Extensions and Amplifications of Little War

IF A NUMBER OF PLAYERS and a sufficiently large room can be got, there is no reason why armies of many hundreds of soldiers should not fight over many square yards of model country. So long as each player has about a hundred men and three guns there is no need to lengthen the duration of a game on that account. But it is too laborious and confusing for a single player to handle more than that number of men.

Moreover, on a big floor with an extensive country it is possible to begin moving with moves double or treble the length here specified, and to come down to moves of the ordinary lengths when the troops are within fifteen or twelve or ten feet of each other. To players with the time and space available I would suggest using a quite large country, beginning with treble moves, and, with the exception of a select number of cavalry scouts, keeping the soldiers in their boxes with the lids on, and moving the boxes as units. (This boxing idea is a new one, and affords a very good substitute for the curtain; I have tried it twice for games in the open air where the curtain was not available.) Neither side would, of course, know what the other had in its boxes; they might be packed regiments or a mere skeleton force. Each side would advance on the other by double or treble moves behind a screen of cavalry scouts, until a scout was within ten feet of a box on the opposite side. Then the contents of that particular box would have to be disclosed and the men stood out. Troops without any enemy within twenty feet could be returned to their boxes for facility in moving. Playing on such a scale would admit also of the introduction of the problem of provisions and supplies. Little toy Army Service waggons can be bought, and it could be ruled that troops must have one

such waggon for every fifty men within at least six moves. Moreover, ammunition carts may be got, and it may be ruled that one must be within

two moves of a gun before the latter can be fired. All these are complications of the War Game, and so far I have not been able to get together sufficient experienced players to play on this larger, more elaborate scale. It is only after the smaller simpler war game here described has been played a number of times, and its little dodges mastered completely, that such more warlike devices become practicable.

But obviously with a team of players and an extensive country, one could have a general controlling the whole campaign, divisional commanders, batteries of guns, specialised brigades, and a quite military movement of the whole affair. I have (as several illustrations show) tried Little Wars in the open air. The toy soldiers stand quite well on closely mown grass, but the long-range gun-fire becomes a little uncertain if there is any breeze. It gives a greater freedom of movement and allows the players to lie down more comfortably when firing, to increase, and even double, the moves of the indoor game. One can mark out high roads and streams with an ordinary lawn-tennis marker, mountains and rocks of stones, and woods and forests of twigs are easily arranged. But if the game is to be left out all night and continued next day (a thing I have as yet had no time to try), the houses must be of some more solid material than paper. I would suggest painted blocks of wood. On a large lawn, a wide country-side may be easily represented. The players may begin with a game exactly like the ordinary Kriegspiel, with scouts and boxed soldiers, which will develop into such battles as are here described, as the troops come into contact. It would be easy to give the roads a real significance by permitting a move half as long again as in the open country for waggons or boxed troops along a road. There is a possibility of having a toy railway, with stations or rolling stock into which troops might be put, on such a giant war map. One would allow a move for entraining and another for detraining, requiring the troops to be massed alongside the train at the beginning and end of each journey, and the train might move at four or five times the cavalry rate. One would use open trucks and put in a specified number of men – say twelve infantry or five cavalry or half a gun per truck – and permit an engine to draw seven or eight trucks, or move at a reduced speed with more. One could also rule that four men – the same four men – remaining on a line during two moves, could tear up a rail, and eight men in three moves replace it.

I will confess I have never yet tried over these more elaborate developments of Little Wars, partly because



of the limited time at my disposal, and partly because they all demand a number of players who are well acquainted with the same on

each side if they are not to last interminably. The Battle of Hook's Farm (one player a side) took a whole afternoon, and most of my battles have lasted the better part of a day.

I Ending with a Sort of Challenge

I COULD GO ON NOW and tell of battles, copiously. I would like to go on, to a large, thick book. It would be an agreeable task. Since I am the chief inventor and practiser (so far) of Little Wars, there has fallen to me a disproportionate share of victories. But let me not boast. For the present, I have done all that I meant to do in this matter. It is for you, dear reader, now to get a floor, a friend, some soldiers and some guns, and show by a grovelling devotion your appreciation of this noble and beautiful gift of a limitless game that I have given you.

And if I might for a moment trumpet! How much better is this amiable miniature than the Real Thing! Here is a homeopathic remedy for the imaginative strategist. Here is the premeditation, the thrill, the strain of accumulating victory or disaster – and no smashed nor sanguinary bodies, no shattered fine buildings nor devastated country sides, no petty cruelties, none of that awful universal boredom and embitterment, that tiresome delay or stoppage or embarrassment of every gracious, bold, sweet, and charming thing, that we who are old enough to remember a real modern war know to be the reality of belligerence. This world is for ample living; we want security and freedom; all of us in every country, except a few dull-witted, energetic bores, want to see the manhood of the world at something better than apeing the little lead toys our children buy in boxes. We want fine things made for mankind – splendid cities, open ways, more knowledge and power, and more and more and more – and so I offer my game, for a particular as well as a general end; and let us put this prancing monarch and that silly scare-monger, and these excitable “patriots,” and those adventurers, and all the practitioners of Welt Politik, into one vast Temple of War, with cork carpets everywhere, and plenty of little trees and little houses to knock down, and cities and fortresses, and unlimited soldiers – tons, cellars-full – and let them lead their own lives there away from us.

My game is just as good as their game, and saner by reason of its size. Here is War, done down to rational proportions, and yet out of the way of mankind, even as our fathers turned human sacrifices into the eating of little images and symbolic mouthfuls. For my own part, I am *prepared*. I have nearly five hundred men, more than

a score of guns, and I twirl my moustache and hurl defiance eastward from my home in Essex across the narrow seas. Not only eastward. I would conclude this little discourse with one other disconcerting and exasperating sentence for the admirers and practitioners of Big War. I have never yet met in little battle any military gentleman, any captain, major, colonel, general, or eminent commander, who did not presently get into difficulties and confusions among even the elementary rules of the Battle. You have only to play



at Little Wars three or four times to realise just what a blundering thing Great War must be.

Great War is at present, I am convinced, not only the most expensive game in the universe, but it is a game out of all proportion. Not only are the masses of men and material and suffering and inconvenience too monstrously big for reason, but – the available heads we have for it, are too small. That, I think, is the most pacific realisation conceivable, and Little War brings you to it as nothing else but Great War can do.

APPENDIX

Little Wars and Kriegspiel

THIS LITTLE BOOK HAS, I hope, been perfectly frank about its intentions. It is not a book upon Kriegspiel. It gives merely a game that may be played by two or four or six amateurish persons in an afternoon and evening with toy soldiers. But it has a very distinct relation to Kriegspiel; and since the main portion of it was written and published in a magazine, I have had quite a considerable correspondence with military people who have been interested by it, and who have shown a very friendly spirit towards it – in spite of the pacific outbreak in its concluding section. They tell me – what I already a little suspected – that Kriegspiel, as it is played by the British Army, is a very dull and unsatisfactory exercise, lacking in realism, in stir and the unexpected, obsessed by the umpire at every turn, and of very doubtful value in waking up the imagination, which should be its chief function. I am particularly indebted to Colonel Mark Sykes for advice and information in this matter. He has pointed out to me the possibility of developing Little Wars into a vivid and inspiring Kriegspiel, in which the element of the umpire would be reduced to a minimum; and it would be ungrateful to him, and a waste of an interesting opportunity, if I did not add this Appendix, pointing out how a Kriegspiel of real educational value for junior officers may be developed out of the amusing methods of Little War. If Great War is to be played at all, the better it is played the more humanely it will be done. I see no inconsistency in deploring the practice while perfecting the method. But I am a civilian, and Kriegspiel is not my proper business. I am deeply preoccupied with a novel I am writing, and so I think the best thing I can do is just to set down here all the ideas that have cropped up in my mind, in the footsteps, so to speak, of Colonel Sykes,

and leave it to the military expert, if he cares to take the matter up, to reduce my scattered suggestions to a system.

Now, first, it is manifest that in Little Wars there is no equivalent for rifle-fire, and that the effect of the gun-fire has no resemblance to the effect of shell. That may be altered very simply. Let the rules as to gun-fire be as they are now, but let a different projectile be used – a projectile that will drop down and stay where it falls. I find that one can buy in ironmongers' shops small brass screws of various sizes and weights, but all capable of being put in the muzzle of the 47 guns without slipping down the barrel. If, with such a screw in the muzzle, the gun is loaded and fired, the wooden bolt remains in the gun and the screw flies and drops and stays near where it falls – its range being determined by the size and weight of screw selected by the gunner. Let us assume this is a shell, and it is quite easy to make a rule that will give the effect of its explosion. Half, or, in the case of an odd number, one more than half, of the men within three inches of this shell are dead, and if there is a gun completely within the circle of three inches radius from the shell, it is destroyed. If it is not completely within the circle, it is disabled for two moves. A supply waggon is completely destroyed if it falls wholly or partially within the radius. But if there is a wall, house, or entrenchment between any men and the shell, they are uninjured – they do not count in the reckoning of the effect of the shell.

I think one can get a practical imitation of the effect of rifle-fire by deciding that for every five infantry-men who are roughly in a line, and who do not move in any particular move, there may be one (ordinary) shot taken with a 47 gun. It may be fired from any convenient position behind the row of live men, so long as the shot passes roughly over the head of the middle man of the five.

Of course, while in Little Wars there are only three or four players, in any proper Kriegspiel the game will go on over a larger area – in a drill-hall or some such place – and each arm and service will be entrusted to a particular player. This permits all sorts of complicated imitations of reality that are impossible to our parlour and playroom Little Wars. We can consider transport, supply, ammunition, and the moral effect of cavalry impact, and of uphill and downhill movements. We can also bring in the spade and entrenchment, and give scope to the Royal Engineers. But before I write anything of Colonel Sykes' suggestions about these, let me say a word or two about Kriegspiel "country."

The country for Kriegspiel should be made up, I think, of heavy blocks or boxes of wood about 3 x 3 x ½ feet, and curved pieces (with a rounded outline and a chord of three feet, or shaped like right-angled triangles with an incurved hypotenuse and two straight sides of 3 feet) can easily be contrived to round off comers and salient angles. These blocks can be bored to take trees, etc., exactly as the boards in Little Wars are bored, and with them a very passable model of any particular country can be built up from a contoured Ordnance map. Houses may be made very cheaply by shaping a long piece of wood into a house-like section and sawing it up. There will always be someone who will touch up and paint and stick windows on to and generally adorn and individualise such houses, which are, of course, the stabler the heavier the wood used. The rest of the country as in Little Wars.

Upon such a country a Kriegspiel could be played with rules upon the lines of the following sketch rules, which are the result of a discussion between Colonel Sykes and myself, and in which most of the new ideas are to be ascribed to Colonel Sykes. We proffer them, not as a finished set of rules, but as material for anyone who chooses to work over them, in the elaboration of what we believe will be a far more exciting and edifying Kriegspiel than any that exists at the present time. The game may be played by any number of players, according to the forces engaged and the size of the country available. Each side will be under the supreme command of a General, who will be represented by a cavalry soldier. The player who is General must stand at or behind his representative image and within six feet of it. His signalling will be supposed to be perfect, and he will communicate with his subordinates by shout, whisper, or note, as he thinks fit. I suggest he should be considered invulnerable, but Colonel Sykes has proposed arrangements for his disablement. He would have it that if the General falls within the zone of destruction of a shell he must go out of the room for three moves (injured); and that if he is hit by rifle-fire or

captured he shall quit the game, and be succeeded by his next subordinate.

Now as to the Moves

It is suggested that:

Infantry shall move one foot.

Cavalry shall move three feet.

The above moves are increased by one half for troops in twos or fours on a road.

Royal Engineers shall move two feet.

Royal Artillery shall move two feet.

Transport and Supply shall move one foot on roads, half foot across country.

The General shall move six feet (per motor), three feet across country.

Boats shall move one foot.

In moving uphill, one contour counts as one foot; downhill, two contours count as one foot.

Where there are four contours to one foot vertical the hill is impassable for wheels unless there is a road.

Infantry

To pass a fordable river = one move.

To change from fours to two ranks = half a move.

To change from two ranks to extension = half a move.

To embark into boats = two moves for every twenty men embarked at any point.

To disembark = one move for every twenty men.

Cavalry

To pass a fordable river = one move.

To change formation = half a move.

To mount = one move.

To dismount = one move.

Artillery

To unlimber guns = half a move.

To limber up guns = half a move.

Rivers are impassable to guns.

Neither Infantry, Cavalry, nor Artillery can Fire and Move in One Move

Royal Engineers

No repairs can be commenced, no destructions can be begun, during a move in which R. E. have changed position.

Rivers impassable.

Transport and Supply

No supplies or stores can be delivered during a move if T. and S. have moved.

Rivers impassable.

Next as to Supply in the Field

All troops must be kept supplied with food, ammunition, and forage. The players must give up, every six moves, one packet of food per

thirty men; one packet of forage per six horses; one packet of ammunition per thirty infantry which fire for six consecutive moves.

These supplies, at the time when they are given up, must be within six feet of the infantry they belong to and eighteen feet of the cavalry.

Isolated bodies of less than thirty infantry require no supplies – a body is isolated if it is more than twelve feet off another body. In calculating supplies for infantry the fractions either count as thirty if fifteen or over, or as nothing if less than fifteen. Thus forty-six infantry require two packets of food or ammunition; forty-four infantry require one packet of food.

N. B. – Supplies are not effective if enemy is between supplies and troops they belong to.

Men surrounded and besieged must be victualled at the following rate

One packet food for every thirty men for every six moves.

One packet forage every six horses for every six moves.

In the event of supplies failing, horses may take the place of food, but not of course of forage; one horse to equal one packet.

In the event of supplies failing, the following consequences ensue: –

Infantry without ammunition cannot fire (guns are supposed to have unlimited ammunition with them).

Infantry, cavalry, R.A., and R.E. cannot move without supply – if supplies are not provided within six consecutive moves, they are out of action.

A force surrounded must surrender four moves after eating its last horse.

Now as to Destructions

To destroy a railway bridge R.E. take two moves; to repair, R.E. take ten moves.

To destroy a railway culvert R.E. take one move; to repair R.E. take five moves. To destroy a river road bridge R.E. take one move; to repair, R.E. take five moves.

A supply depot can be destroyed by one man in two moves, no matter how large (by fire).

Four men can destroy the contents of six waggons in one move.

A contact mine can be placed on a road or in any place by two men in six moves; it will be exploded by the first pieces passing over it, and will destroy everything within six inches radius. *

Next as to Constructions

Entrenchments can be made by infantry in four moves. * They are to be strips of wood two inches high tacked to the country, or wooden bricks two inches high. Two men may make an inch of entrenchment.

Epaulements for guns may be constructed at the rate of six men to one epaulement in four moves. *

[* Notice to be given to umpire of commencement of any work or the placing of a mine. In event of no umpire being available, a folded note must be put on the mantelpiece when entrenchment is commenced, and opponent asked to open it when the trench is completed or the mine exploded.]

Rules as to Cavalry Charging

No body of less than eight cavalry may charge, and they must charge in proper formation.

If cavalry charges infantry in extended order –

If the charge starts at a distance of more than two feet, the cavalry loses one man for every five infantry-men charged, and the infantry loses one man for each sabre charging.

At less than two feet and more than one foot, the cavalry loses one man for every ten charged, and the infantry two men for each sabre charging.

At less than one foot, the cavalry loses one man for every fifteen charged, and the infantry three men for each sabre charging.

If cavalry charges infantry in close order, the result is reversed.

Thus at more than two feet one infantry-man kills three cavalry-men, and fifteen cavalry-men one infantry-man.

At more than one foot one infantry-man kills two cavalry, and ten cavalry one infantry.

At less than one foot one infantry-man kills one cavalry, and five cavalry one infantry.

However, infantry that have been charged in close order are immobile for the subsequent move.

Infantry charged in extended order must on the next move retire one foot; they can be charged again.

If cavalry charges cavalry

If cavalry is within charging distance of the enemy's cavalry at the end of the enemy's move, it must do one of three things – dismount, charge, or retire. If it remains stationary and mounted and the enemy charges, one charging sabre will kill five stationary sabres and put fifteen others three feet to the rear.

Dismounted cavalry charged is equivalent to infantry in extended order.

If cavalry charges cavalry and the numbers are equal and the ground level, the result must be decided by the toss of a coin; the loser losing three-quarters of his men and obliged to retire, the winner losing one-quarter of his men.

If the numbers are unequal, the *mélée* rules for Little Wars obtain if the ground is level.

If the ground slopes, the cavalry charging downhill will be multiplied according to the number of contours crossed. If it is one contour, it must be multiplied by two; two contours, multiplied by three; three contours, multiplied by four.

If cavalry retires before cavalry instead of accepting a charge, it must continue to retire so long as it is pursued – the pursuers can only be arrested by fresh cavalry or by infantry or artillery fire.

If driven off the field or into an unfordable river, the retreating body is destroyed.

If infantry find hostile cavalry within charging distance at the end of the enemy's move, and this infantry retires and yet is still within charging distance, it will receive double losses if in extended order if charged; and if in two ranks or in fours, will lose at three feet two men for each charging sabre; at two feet, three men for each charging sabre. The cavalry in these circumstances will lose nothing. The infantry will have to continue to retire until their tormentors have exterminated them or been driven off by someone else.

If cavalry charges artillery and is not dealt with by other forces, one gun is captured with a loss to the cavalry of four men per gun for a charge at three feet, three men at two feet, and one man at one foot.

If artillery retires before cavalry when cavalry is within charging distance, it must continue to retire so long as the cavalry pursues.

entraining and detraining and so forth, that will be quite easily worked out upon the model of boat embarkation here given. An engine or truck within the circle of destruction of a shell will be of course destroyed.

The toy soldiers used in this *Kriegspiel* should not be the large soldiers used in Little Wars. The British manufacturers who turn out these also make a smaller, cheaper type of man – the infantry about an inch high – which is better adapted to *Kriegspiel* purposes.

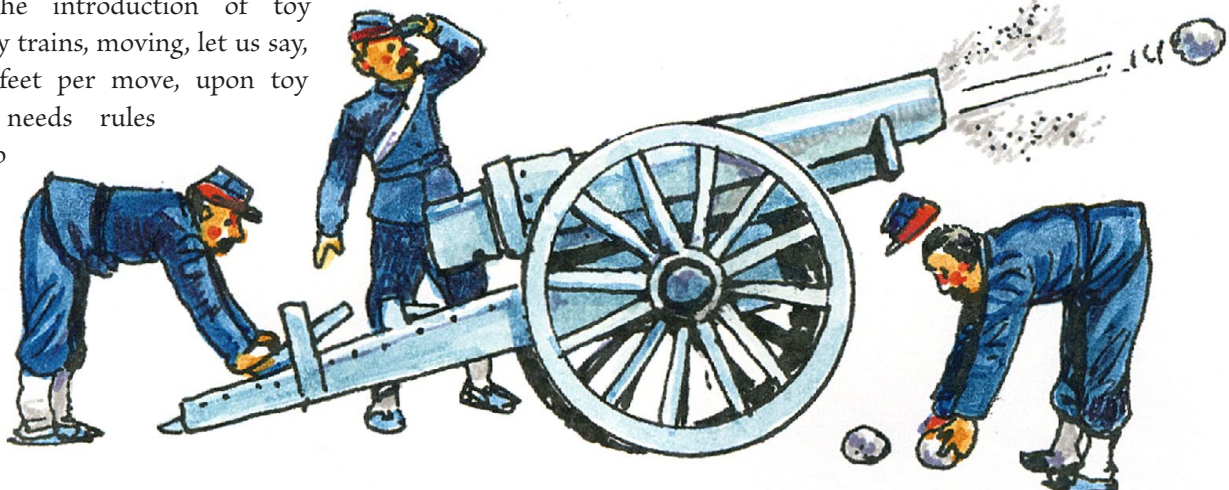
We hope, if these suggestions “catch on,” to induce them to manufacture a type of soldier more exactly suited to the needs of the game, including tray carriers for troops in formation and (what is at present not attainable) dismountable cavalry that will stand.

We place this rough sketch of a *Kriegspiel* entirely at the disposal of any military men whose needs and opportunities enable them to work it out and make it into an exacter and more realistic game. In doing so, we think they will find it advisable to do their utmost to make the game work itself, and to keep the need for umpire's decisions at a minimum. Whenever possible, death should be by actual gun- and rifle-fire and not by computation. Things should happen, and not be decided. We would also like to insist upon the absolute need of an official upon either side, simply to watch and measure the moves taken, and to collect and check the amounts of supply and ammunition given up. This is a game like real war, played against time, and played under circumstances of considerable excitement, and it is remarkable how elastic the measurements of quite honest and honourable men can become.

We believe that the nearer that *Kriegspiel* approaches to an actual small model of war, not only in its appearance but in its emotional and intellectual tests, the better it will serve its purpose of trial and education.

This is the full text abridged by the removal of 'The Battle of Hook's Farm,' a rambling battle report sacrificed to provide space for more Paper Soldiers.

The introduction of toy railway trains, moving, let us say, eight feet per move, upon toy rails, needs rules as to



Little Wars Rules Summary

SETTING UP

1. Choose the variety of battle : Fight to the Finish, Blow at the Rear or Defence.
2. Agree the Army Points total: Infantry = 1 point, Cavalry = 1½ points, Gun = 10 points.
Optional "Chances of War". Roll 2 dice and lose that many men from your army.
3. Toss a coin: the winner sets out the country, the loser gets choice of end.
4. Deploy the armies on their respective baselines. Both sides deploy behind a curtain.
If no curtain is available make a sketch-map of your deployment first, then deploy.
5. Before starting the battle, toss a coin for who moves first.

GENERAL PRICIPLES FOR PLAYING THE GAME

1. The time allowed to move troops each turn is 1 minute per 30 men plus one minute to fire or move each gun. Adjust the maximum time allowed as the armies suffer losses or capture guns.
2. The non-active player keeps time, and calls out at 2 minutes, 1 minute and 30 seconds to go. All movement must end immediately time is called.
3. No firing is allowed during each side's first move after deployment.
4. All firing must be completed before any troops are moved. (The "Guns First" Rule).
5. At the end of a turn, allow 4 minutes for players to catch their breath and plan their strategy before they restart.

MOVEMENT

1. Infantry move up to 12 inches, Cavalry up to 2 feet. guns move according to their crew-type. All the crew must be Cavalry in order to move a gun more than 12 inches.
2. A gun needs a crew of at least 4 men within 6 inches of it before it can move and 4 men within 6 inches of it at the end of its move.
3. After a gun has moved, leave it with its barrel pointing towards its own baseline, with 2 crew positioned so as to touch either side of the end of its trail.
4. A gun can either fire OR move. It can't do both in the same turn.

FIRING

1. A gun must start a turn with at least 4 crew within 6 inches of it before it can fire.
2. It may be swivelled on its axis but may not otherwise be moved before firing.
3. Any friendly troops in a gun's line of fire may be made to lie down temporarily while firing takes place.
4. Each gun may fire up to 4 times in a turn.
5. A man is killed if he is knocked over by a shot or by another man falling into him.
6. A shot that causes a man to lean (without being knocked down) also kills him but any other men caused to lean by the same shot are unharmed.
7. A shot that ricochets from another object and then touches a man kills him.
8. Remove all kills from the battlefield at the end of the turn.

HAND TO HAND FIGHTING AND CAPTURING

1. A MELEE takes place when any men end a move touching an enemy.
2. Check if either side is ISOLATED – defined as having less than half its own number of friends within one move. If it has half or more it is SUPPORTED.
3. Count up the number of men on each side who are either touching an enemy or within six inches of any who are touching.
4. If the sides are exactly equal then ALL THE MEN ON BOTH SIDES ARE KILLED.
5. If they are unequal a smaller side that is:
 - a) SUPPORTED, has all its men killed but kills an equal number of the enemy.
 - b) ISOLATED, kills the enemy man for man until it is outnumbered 2:1. Any men remaining are made prisoner. (So in a Melee of 12 men against 16, 8 men on each side are killed and then the smaller side surrenders 4 prisoners).
6. Prisoners are immediately disarmed and must be escorted to the rear. 1 man can escort up to 7 prisoners. If the escort is killed (by fire or in mêlée) the prisoners are freed if there is no enemy within 6 inches. On their own side's next turn they can start to make their way back to their own baseline, where they may be re-armed to take part in the fighting again.
7. A gun is captured when there is no man of its own side within 6 inches and the enemy have advanced at least 4 men beyond its axle line. A captured gun may be operated by the enemy as one of its own.

Notes for a (Little) War of the Worlds

THERE'S NOT MUCH OF A game in this, really ...

Wells describes the pitiful shortcomings of the British military when faced with alien technology and it's all horribly one-sided. The deadly Heat-Ray is bad enough but once the terrible Black Smoke comes into play, it's game over.

But maybe (just maybe) the Royal Artillery might be able to strike a blow with its masked batteries...

Here's how:

Setting up

YOU NEED AT LEAST 2 Martian Walkers (3 is better – they seem to like operating in threes in the book) and at least twice as many guns (or marked gun positions – possibly in multiple batteries - if you can't face making too many paper cannon). Add Infantry and Cavalry to taste – they serve no useful function except as servants of the guns and as a possible distraction, since they can do no harm to the Martians.

The Martians set up on one baseline and their objective is simply to get to the other end of the battlefield, brushing aside any pesky humans who might get in their way. A close “country” works best for the humans.

Measurements and Moves

INCHES FOR ENGLISHMEN THEY USE a metal tape-measure or wooden ruler.

Infantry move 6ins, Cavalry 12ins. Guns fire as far as they can.

Guns either fire or move. They need at least 2 accompanying cavalymen to move and 4 accompanying troops (of any type) to fire.

METRIC FOR MARTIANS THEY USE a measuring stick made from a one metre length of 2cm round plastic trunking, marked with a line at the 50cm mark.

They move one metre per turn. Heat-Rays and Black Smoke Projectors both have a range of 1 metre.

Martians can Move and Shoot, Shoot and Move or Stand Still and Shoot twice (twice with the Heat-Ray or once each with the Heat-Ray and Black Smoke).

Turn sequence

IGO-UGO. HUMANS ALWAYS GO FIRST.

Shooting

Humans

GUNS FIRE ONLY ONCE PER turn. If hidden, reveal a gun now if it misses its target.

A Martian hit on the leg is crippled and cannot move. It can now only shoot once per turn.

A Martian hit in the body (cockpit?) is destroyed (Hurrah!).

Martians

THEY CAN SHOOT THE HEAT Ray at anything they can see. After at least one Martian has been hit they can use Black Smoke to douse any suspicious-looking area.

Heat-Ray. Use the measuring tube as a blow-pipe, kneeling at the position of the Martian and blowing away as much of the paper soldiery as you can with one lungful of air. This means that any Martian Player needs to be of “sound wind”! Note how this

devastating technology plays to the inherent weakness of the paper soldier.

Black Smoke. Use the measuring stick to mark out a 1 metre by half metre zone, within which all human life is instantly extinguished...

Morale

Humans

ABANDON ALL HOPE IF MORE than half of your guns are destroyed or “de-crewed”.

Martians

IF 2 MARTIANS ARE DESTROYED or 2 in a 3-Walker gang are destroyed or crippled this is a decisive human victory. Any survivor must stalk off crying “Ulla, Ulla!”

If both Martians in a 2-Walker gang are crippled or one is crippled and one destroyed they hold their ground and send for reinforcements. The humans take the opportunity to leg it while claiming a minor victory.

If at least one Martian reaches the human baseline they claim the victory, regardless of losses suffered or inflicted.



Little Wars, the Figures

Peter Dennis

IMAGINE YOU HAVE OPENED YOUR Great-Grandfather's battered old chest in the attic. In there, amongst the precious clutter of a distant lifetime you find a box. By the light of your torch you are excited to see that inside there is a copy of 'Little Wars' and the Old Boy's glittering collection of Soldiers...

No, it never happened, of course, but it was this fantasy that inspired the collection of Paperboys, (which is what we call our Paper Soldiers) that you will find on the following pages. A rather lavish gathering of stalwart warriors from a long-forgotten catalogue dated around 1890. I hope you have as much fun making them as I've had drawing them.

Paper and Glue

Photocopy the sheets as you require them. The pages are A4 size, which is universal in Europe, and will fit onto US Legal size paper. If you only have US letter paper you need to reduce the sheets to 93% to fit everything on. I have used 100 gram (28lb US) paper for everything and that seems fine to me. You might prefer 120gram (32lb US) for the figures. It will make them stiffer, but more tiring to cut out. You should try both if you can. The glue layer is very important to keep the figures stiff – and together, of course. I use either UHU all-purpose (not multi-purpose UHU) or Pritt stick-glue, which, if you coat both sides of the back of your sheet, works well and allows a moment or two of slippage time to line the sheets up. In the US various Scotch stick glues, or Elmer's glue would be fine. You might try sticking the sheets together by brushing on PVA glue or Mod Podge Matt – a very useful substance we use to lick over any part of the finished model that needs to be stiffer, like ankle

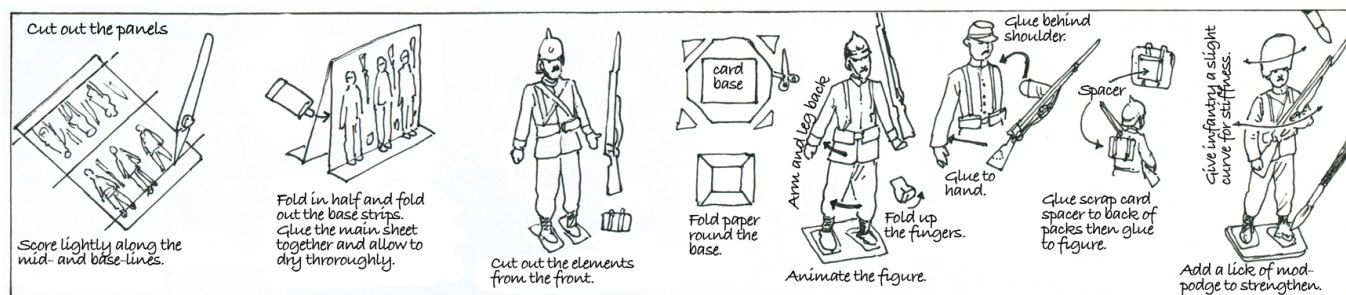
joints and weapons. It dries invisibly and seals the model nicely. For assembling cannon or tripods I use supermarket all-purpose glue, the solvent type that has a smell. It has 'grab' but dries quite slowly allowing you to reposition the parts until you are happy with them. It sets with a good strong bond, and is great for basing the figures and gluing on guns, packs and so on.

The Figures

If you haven't made Paper Soldiers before you are making a wise decision starting with these 54mm scale fellows rather than the 28s. They are easier to cut out. You will need a decent pair of scissors – I like Fiskar pointy craft scissors, but even cheap supermarket ones can do a good job. You will find that the detailed hand-skills required will develop rapidly! Always cut out from the front of the figure.

I cut out the space between the horses' legs. The horse poses are designed to give them enough support, in combination with the 'dust' which helps to stabilise the basing. Mount the horses diagonally across the base. This will give your cavalry an element of head-on 'presence' on the battlefield rather than simply presenting your foe with a rather unimposing paper edge. It also gives the miniature artillerist a more sporting chance of hitting them from the front.

BASING is on scrap card bases 20 x 25mm for infantry and 20x 60mm for cavalry wrapped as shown in the basing sheet paper which is copied from the inside rear cover.

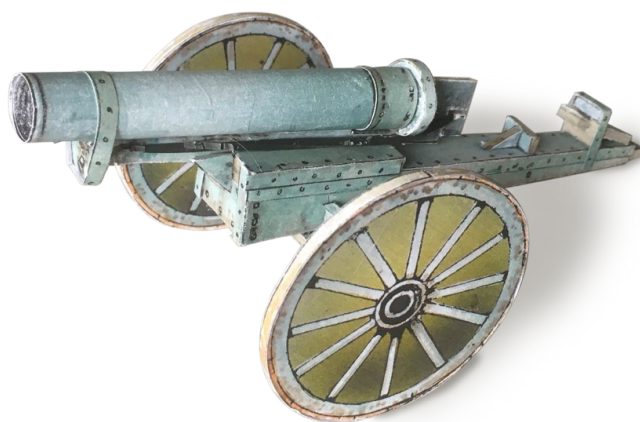


The Cannon

PRINT THIS ONTO 100 GRAM paper.

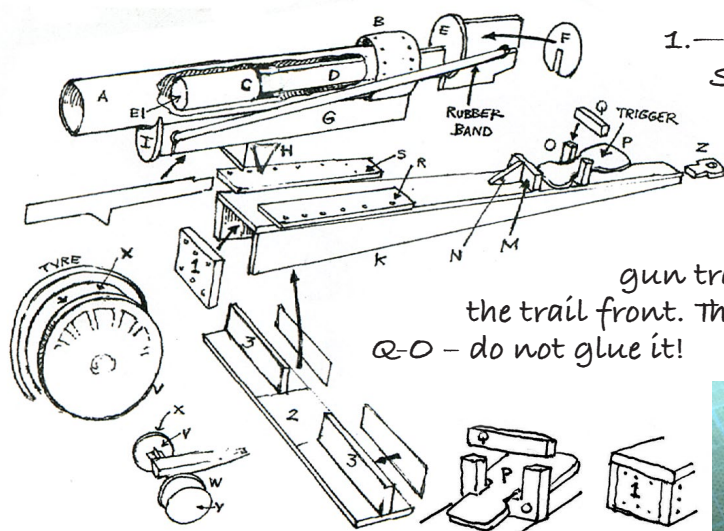
You may already have some firing 54mm scale guns, or be able to get some, which will spare you the effort of making the 'Thunderer Mk 2' as I like to call it. You would need to make several for a game, but they get easier the more you make. It works pretty well, and the trigger is particularly satisfying to use. I power mine with the black and white rubber bands carried by Tesco. They are rather elegant, and not too powerful, which is a perfect combination.

Cutting out the 2mm card pieces is the biggest task on this model. The wheels especially need patience and a good sharp blade in your craft knife. You may prefer to separate the wheels from the box section and make three layers of thinner card for each that you can cut more easily with scissors. There are lots of small supporting wedges and fillets which are important to withstand the pressures of repeated use. Don't leave them off! The trigger is a lever to prise up the rear of the piston from the stop and fire the gun. It might need extra strength from old credit-card material glued underneath for longevity.



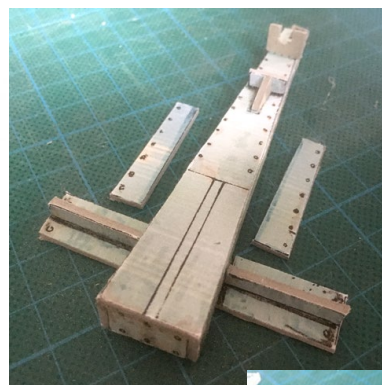
AMMUNITION I use a 40mm square of kitchen towel dabbed with PVA and rolled into a pellet. It has a desirable hardness and lightness when dry. Using the piston system means you can also fire multiple Airsoft BBs as canister, which HG Well's commercial cannon could not!

The Cannon-Maker's Notes



1.—Glue the 'box area' firmly to 2mm card. Sketch book backing card is ideal for this. Allow to dry thoroughly.

2.—Cut out the components with a new blade in your craft knife. Use a cutting mat if possible. Assemble the gun trail as shown. NOTE: Part 1 fits inside the trail front. The trigger is held in place by the frame Q-O — do not glue it!



3.—Blacken the back of the muzzle end of barrel A. Roll the barrel round a suitable pen. I use a Staedtler pen for this. Calibre is not critical. Use all the paper A for strength. Add breech-band B. Find a narrower pencil and roll piston C. A loose fit is needed. There must be no friction!

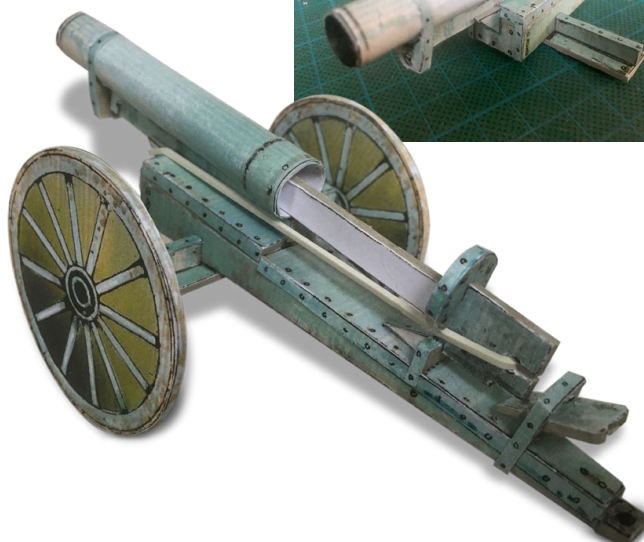
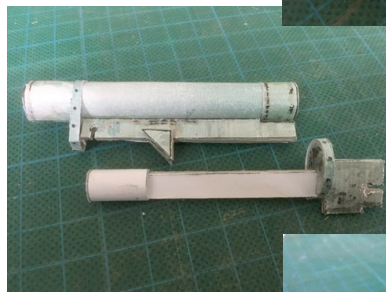
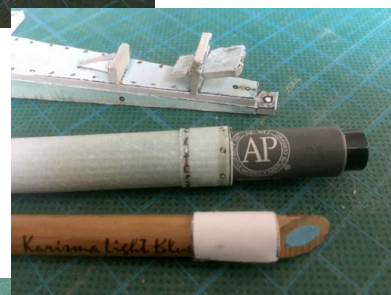
4.—Glue the barrel support G along the barrel seam line. Add part I which holds G firmly in place. Glue strongly. Add fillets H to both sides of G's 'claw'. These hold G firmly to the trail. Assemble the plunger. C fits on the end of D. Glue cap to close the piston.

5.—Glue the barrel assembly to the trail. Use parts R and S to clamp G in place. Glue strongly! Add edging strips to cover raw card edges. Use a strip round barrel and one round trigger frame to add strength.

6.—Darken the back of the tyres so any edges don't show. Make the wheels and contact-glue to axle ends. Coat the whole model with Mod Podge and allow to dry overnight before sliding in the plunger and slotting in the rubber band.

Note that the rubber band retaining slots need to have a 'keyhole' shape to prevent the band from jumping out of the slot when the cannon is fired.

Good shooting!



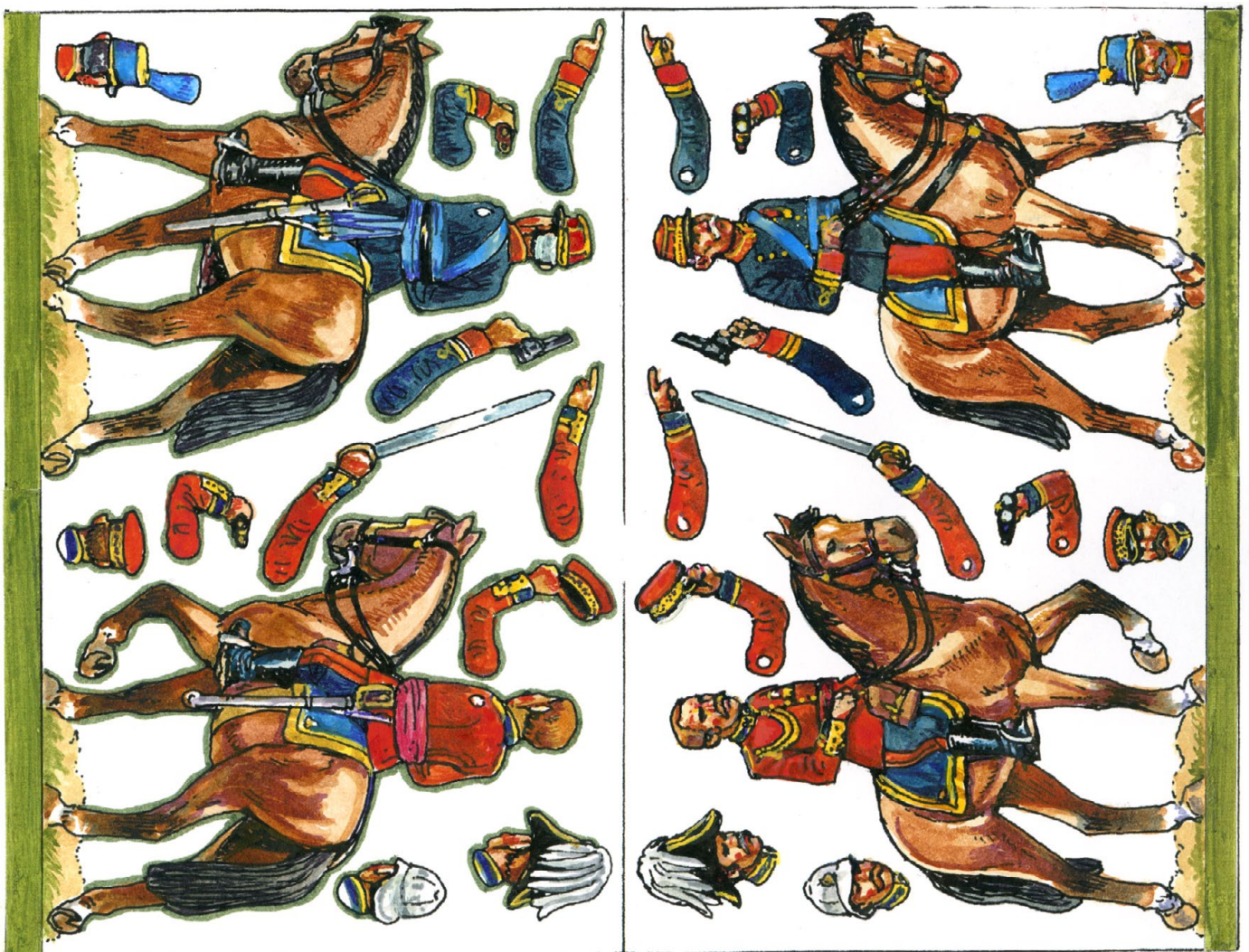
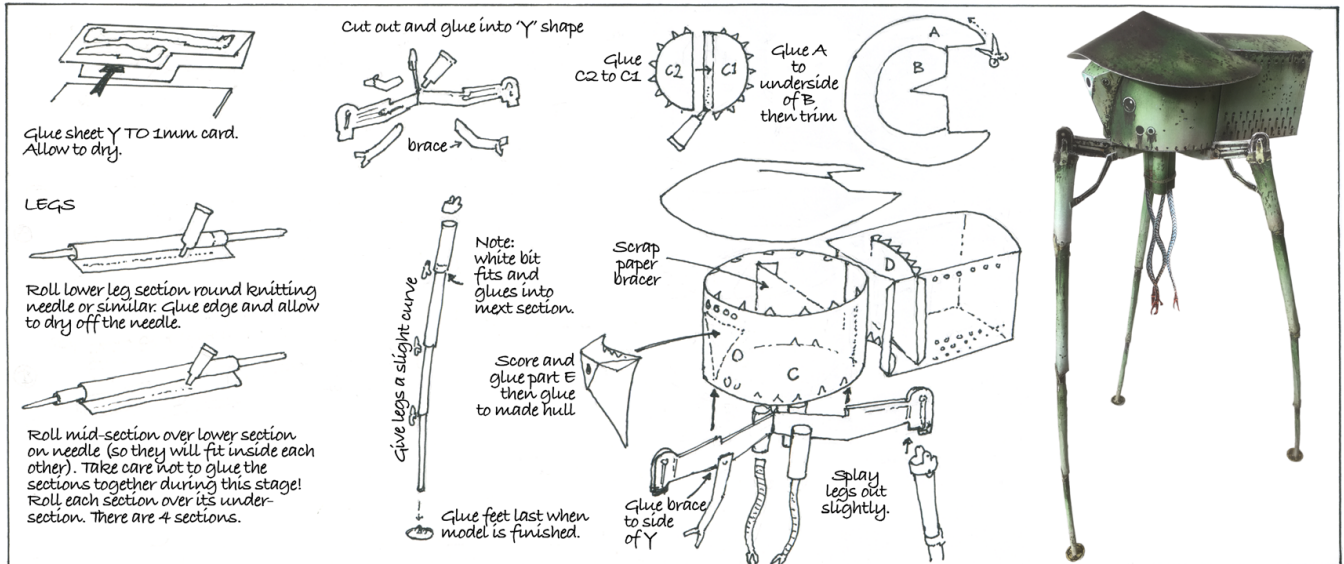
VISIT WWW.PETERSPAPERBOYS.COM FOR MORE LITTLE WARS DOWNLOADS, INCLUDING A PRUSSIAN-INSPIRED ARMY AND SOME BUILDINGS.

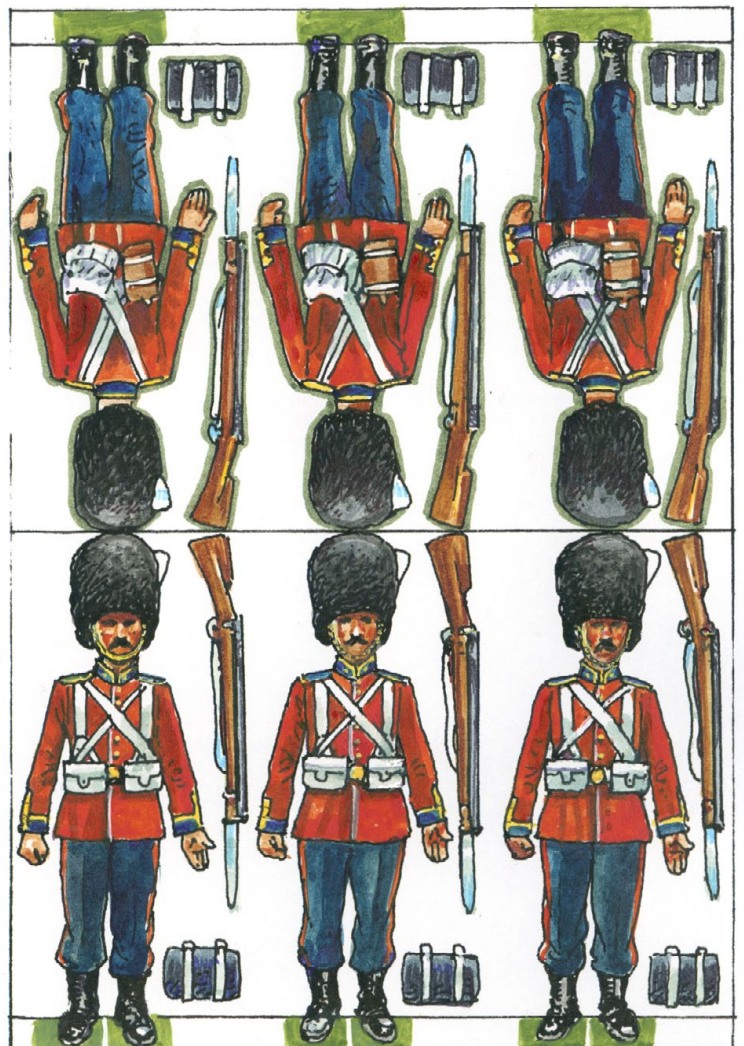
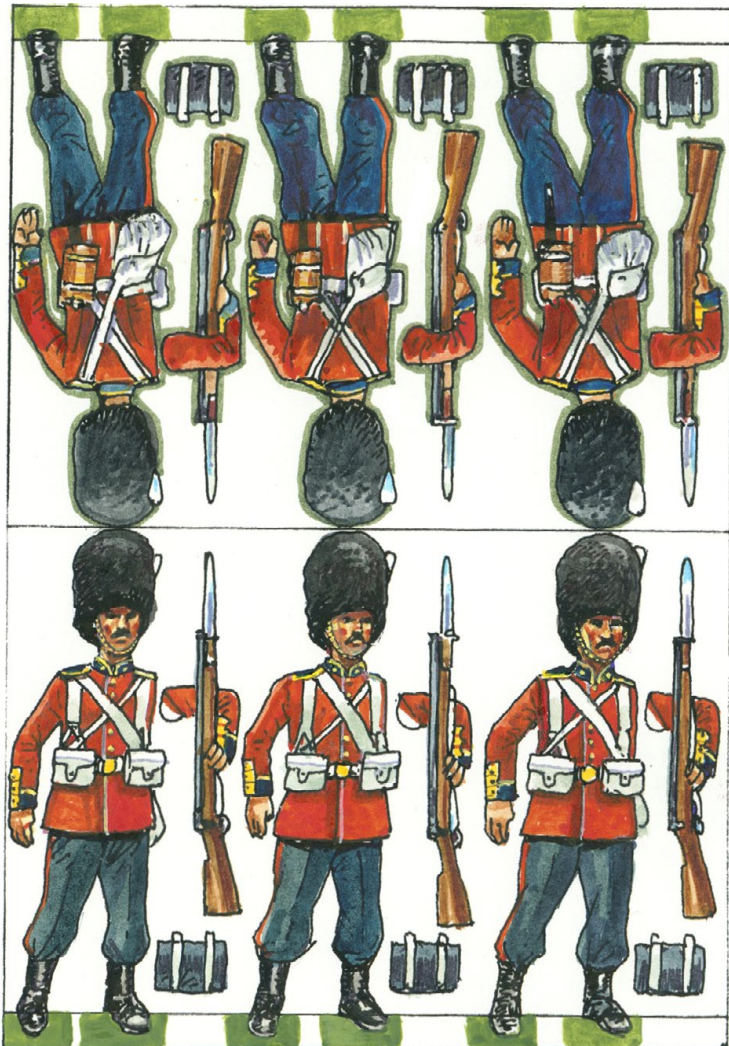
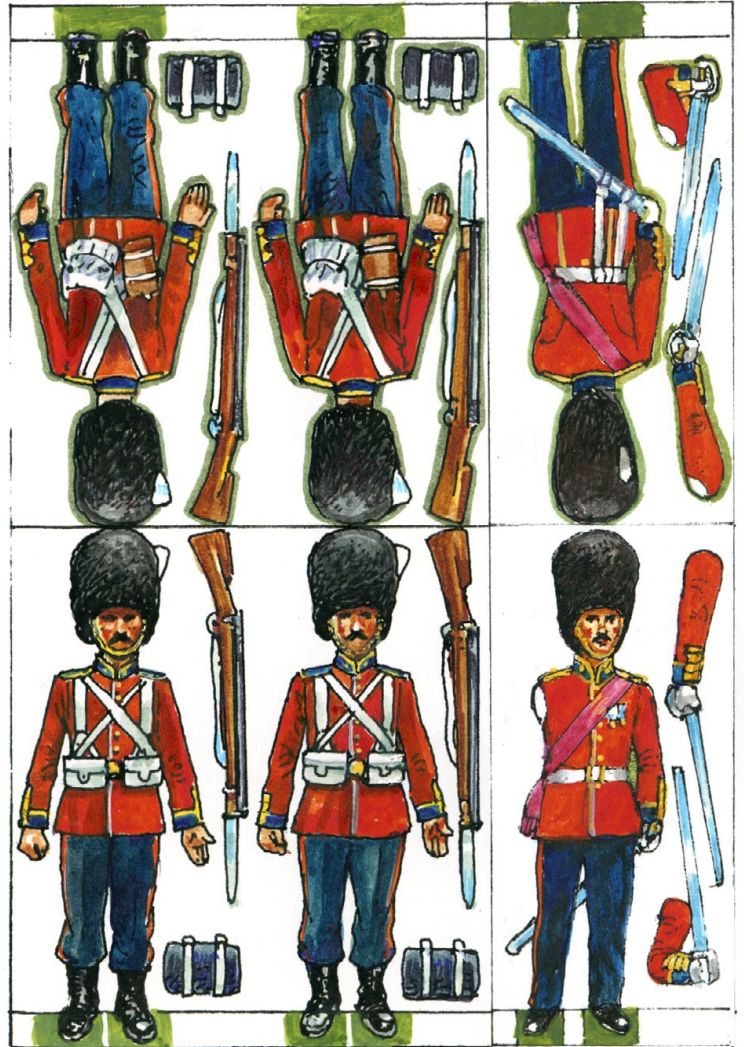
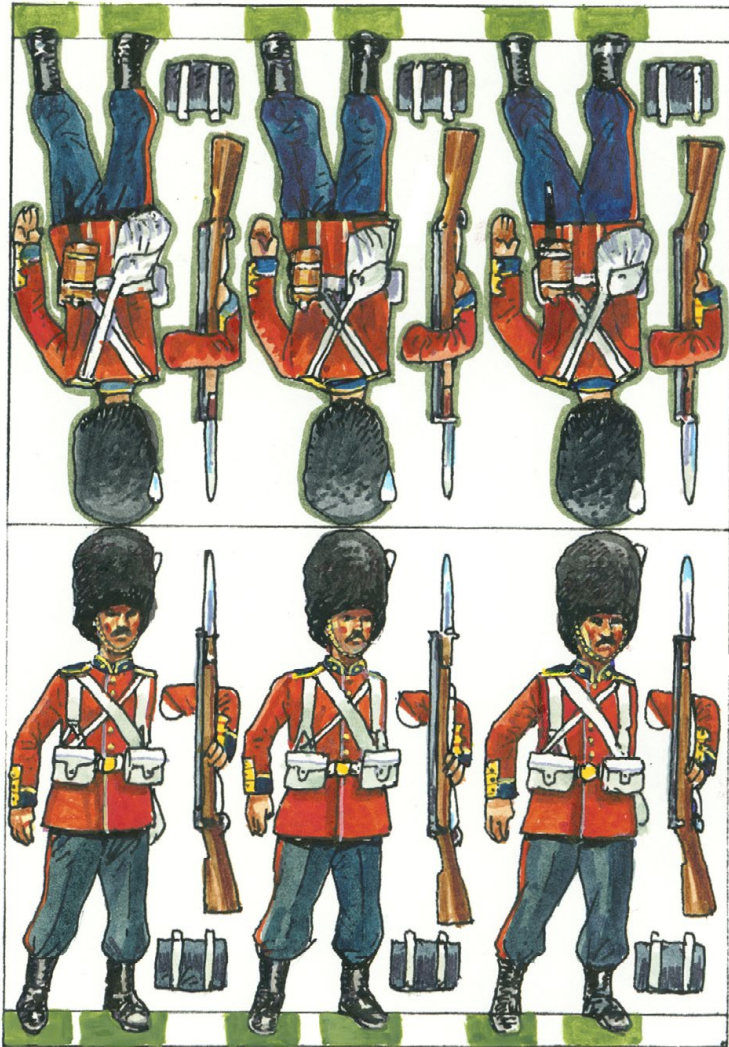
The Tripod

It was impossible to resist this opportunity to widen the HG Wells appeal with an Alien threat to the cosy late-Victorian Little Wars world. Our Tripod is based on the earliest depictions of the Martian fighting machine and more closely follows Wells' descriptions in 'War of the Worlds' than more recent renderings. It is very light – indeed it weighs about the same as two sheets of A4 paper, you won't be surprised to learn. This lightness is its strength, but don't be afraid to support the interior of the hull parts with a little paper reinforcement.

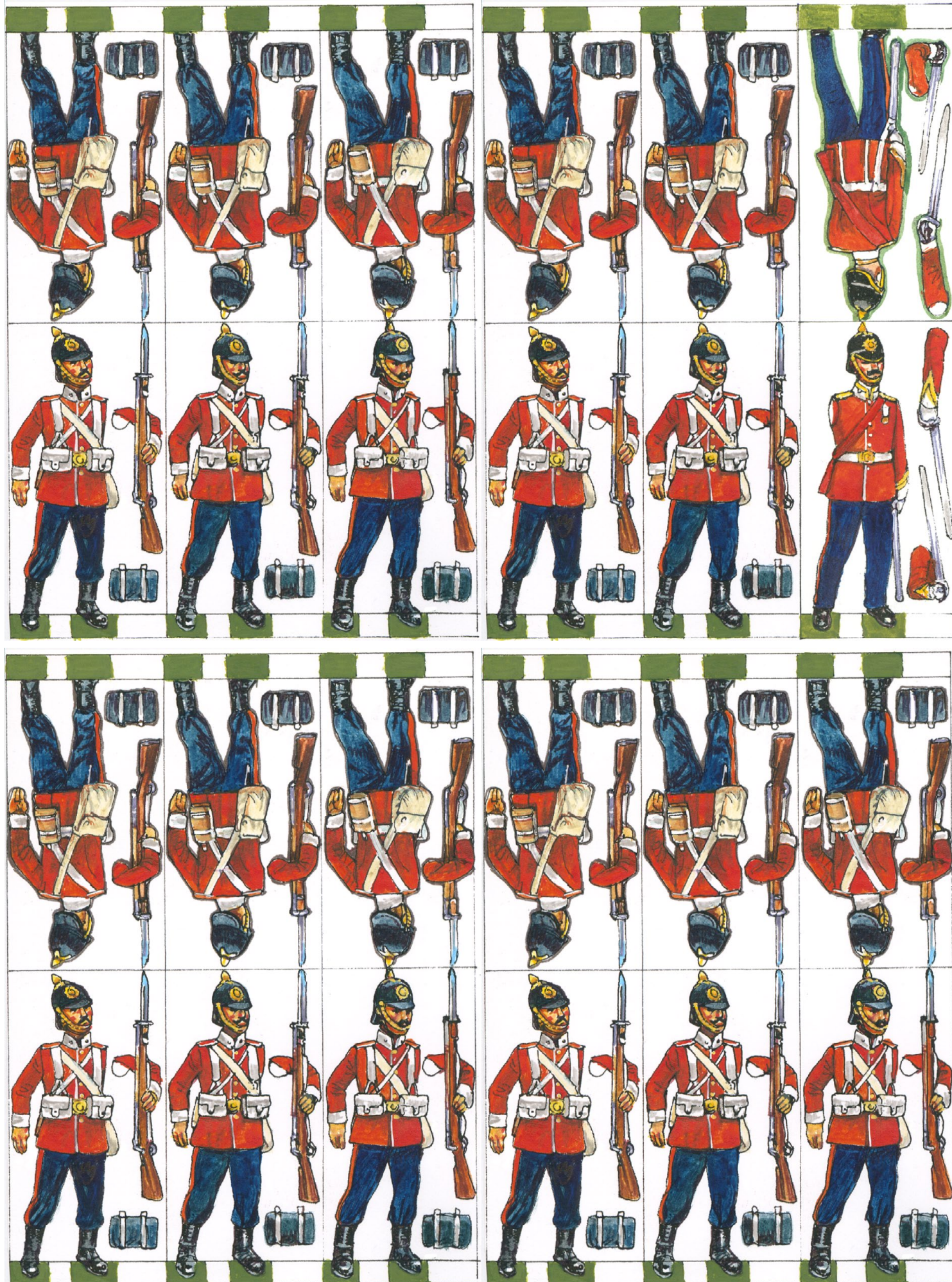
The only tricky part is rolling the lower leg sections round a knitting needle or similar. My tip is to 'train' the paper by rolling it dry round something round so that it wants to follow the curve and helps you. Florian Richter suggests using a wooden kebab skewer, and leaving it in as part of the model. This would certainly work, but might possibly put the light leg structure under some leverage from the extra weight. I find the tight paper roll, well sealed with glue, strong enough.

Always print the Tripods onto 100 gram paper for lightness and ease of leg-rolling.

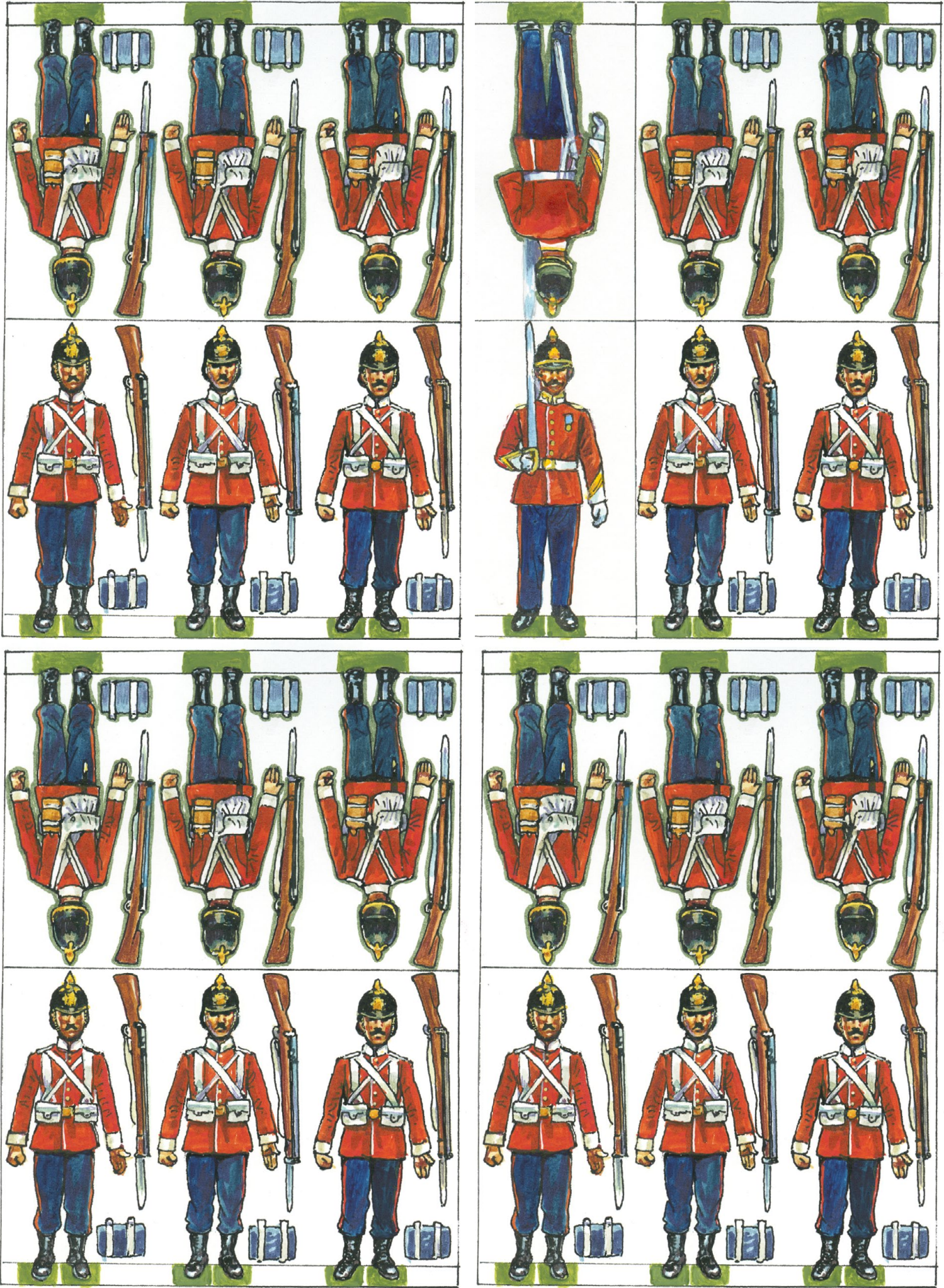




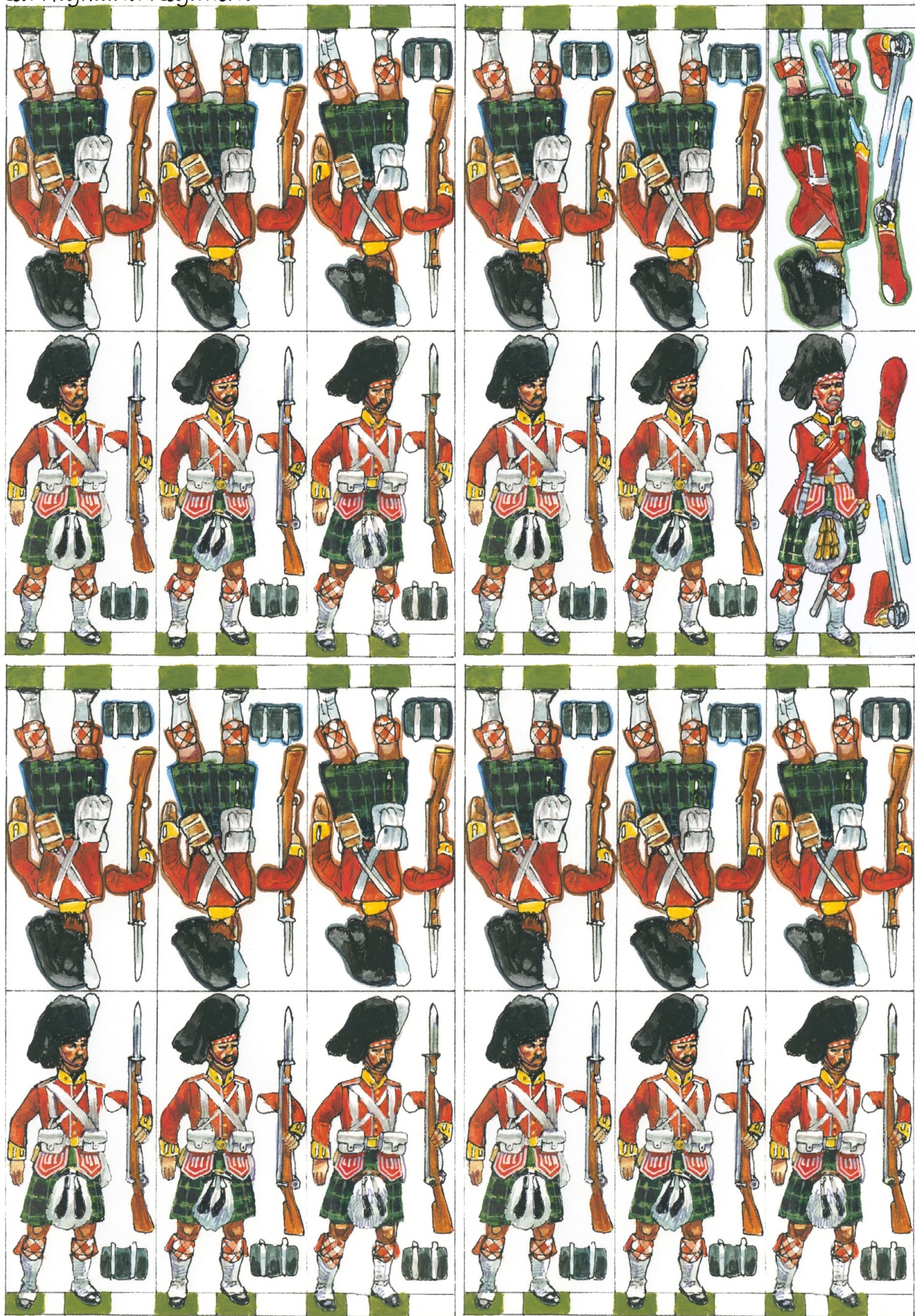
Red Line Infantry advancing

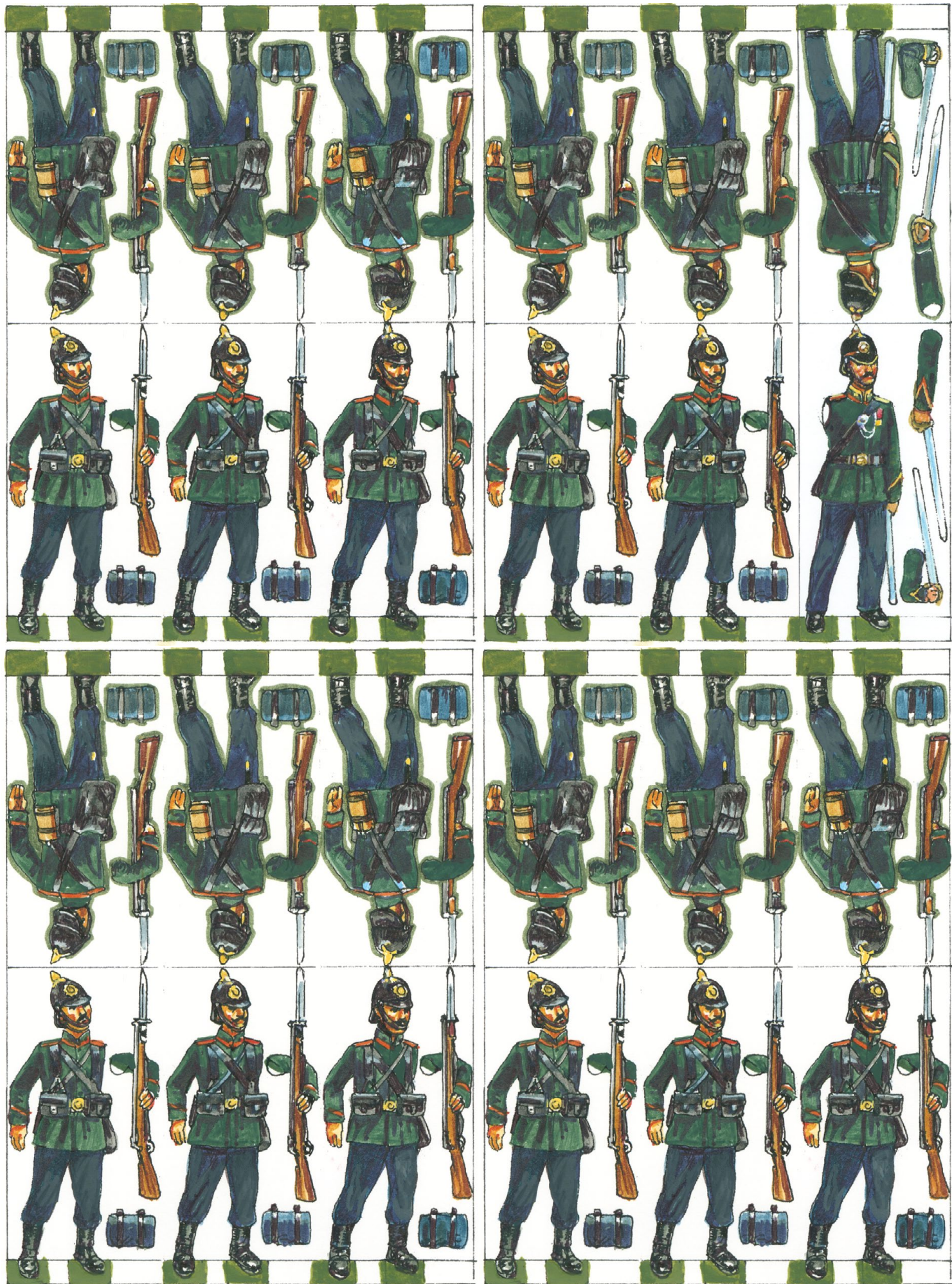


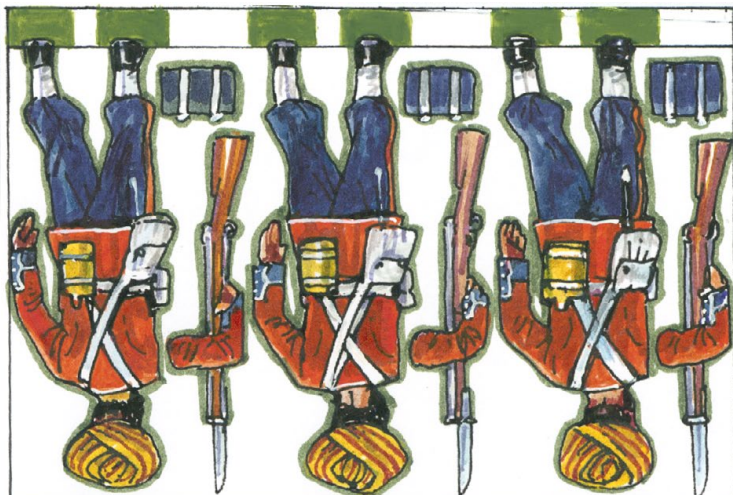
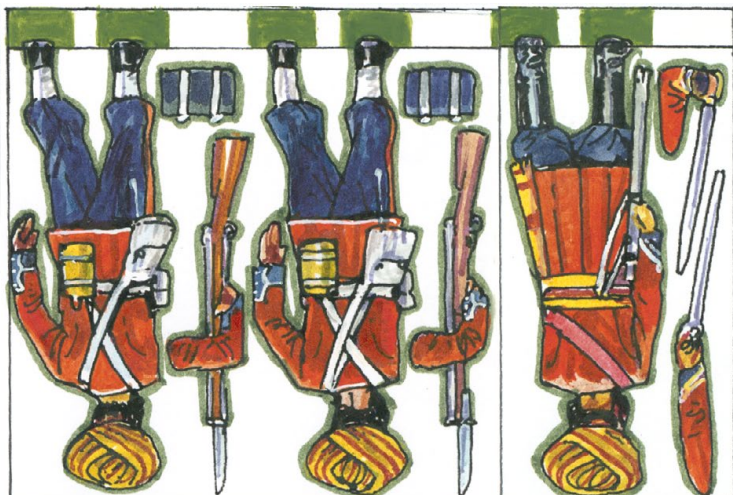
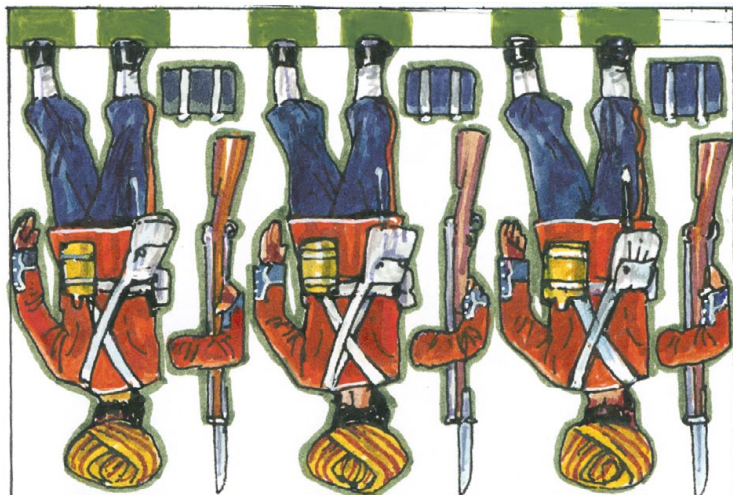
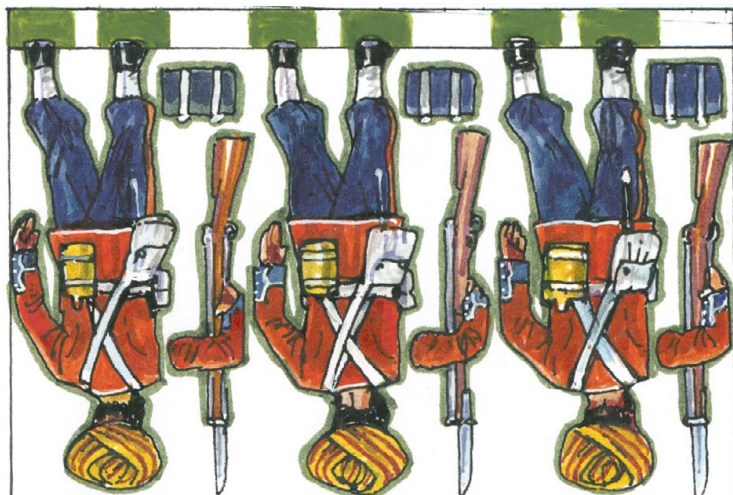
Red Line Infantry marching

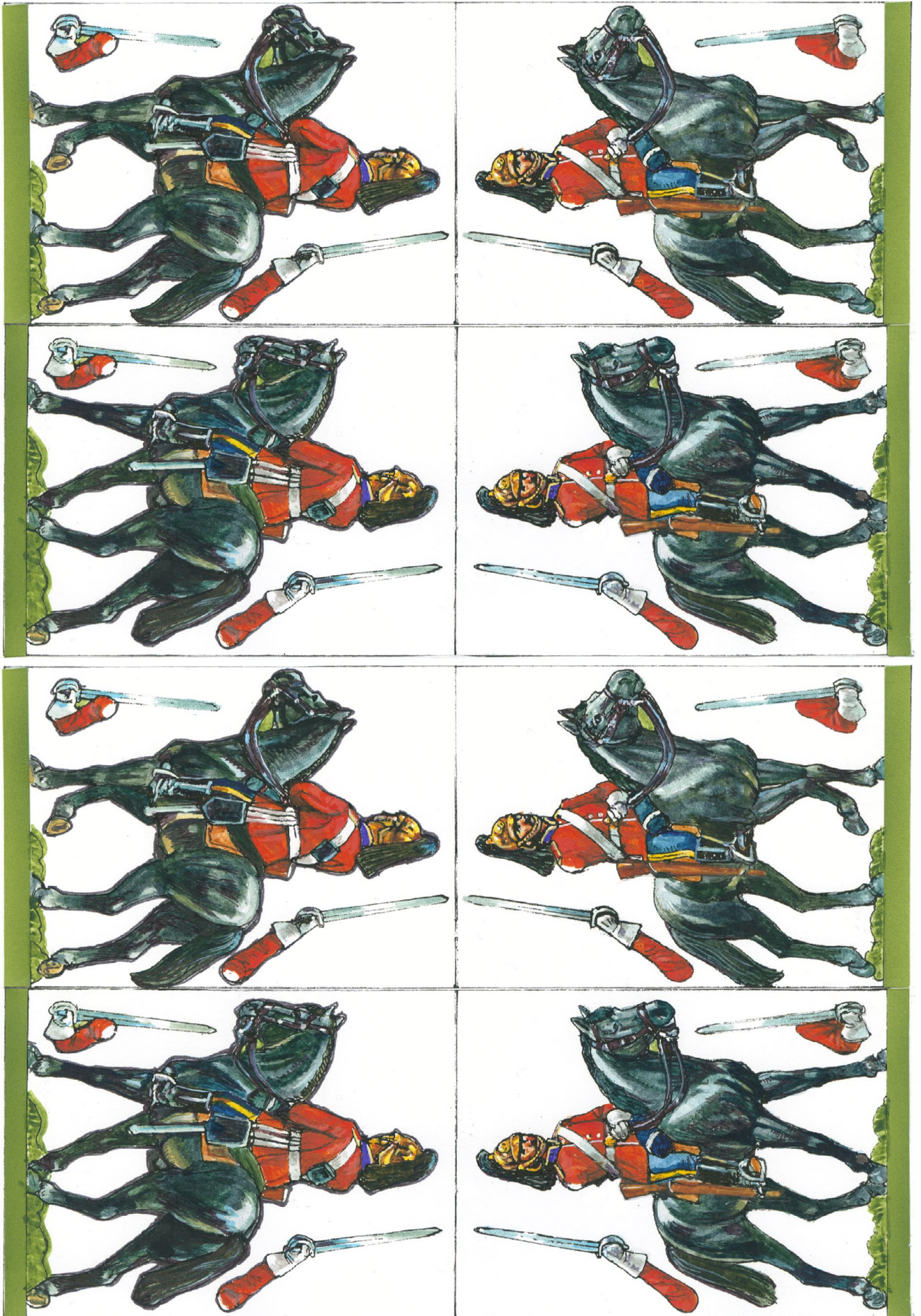


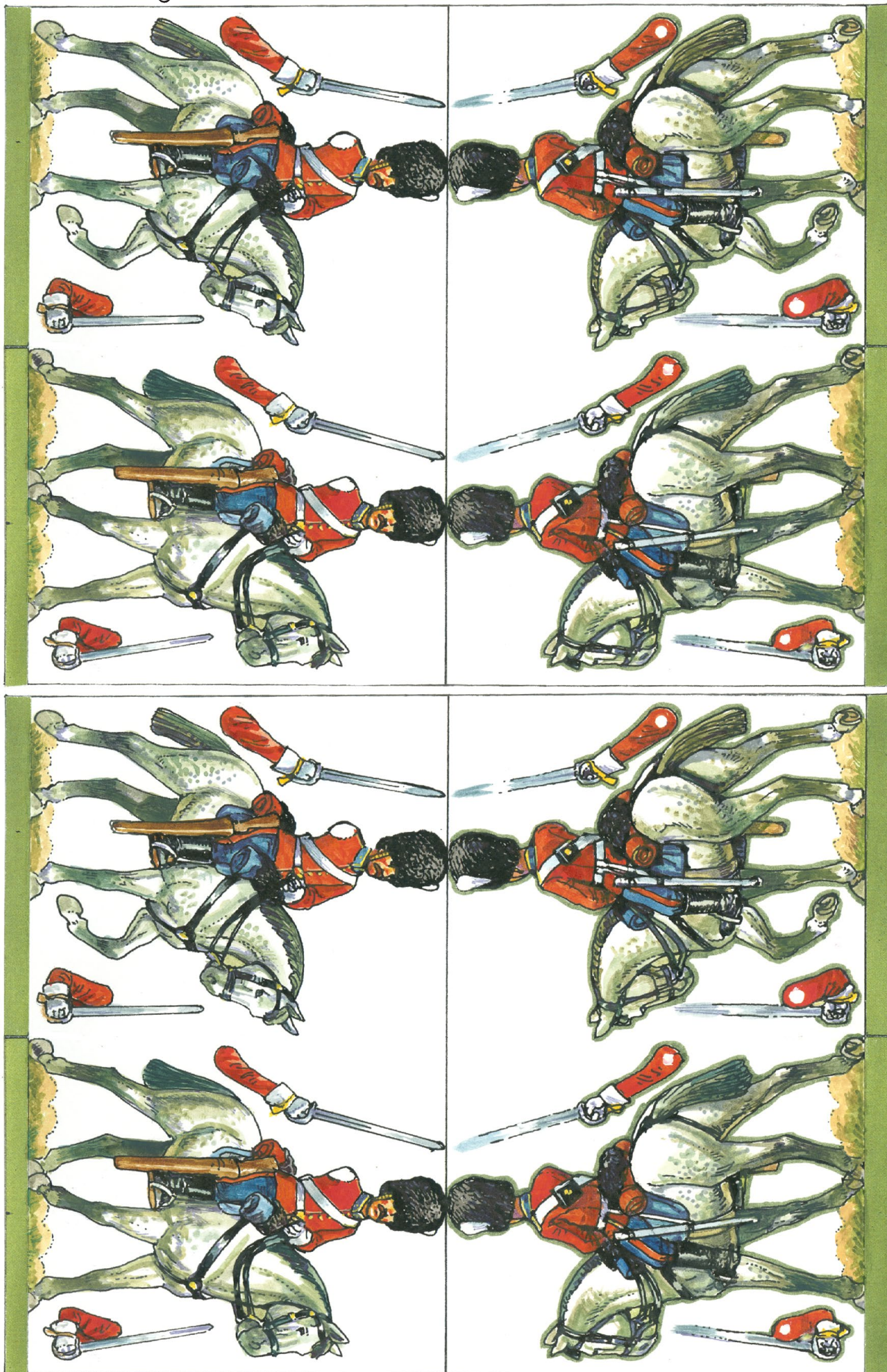
Red Highland Regiment

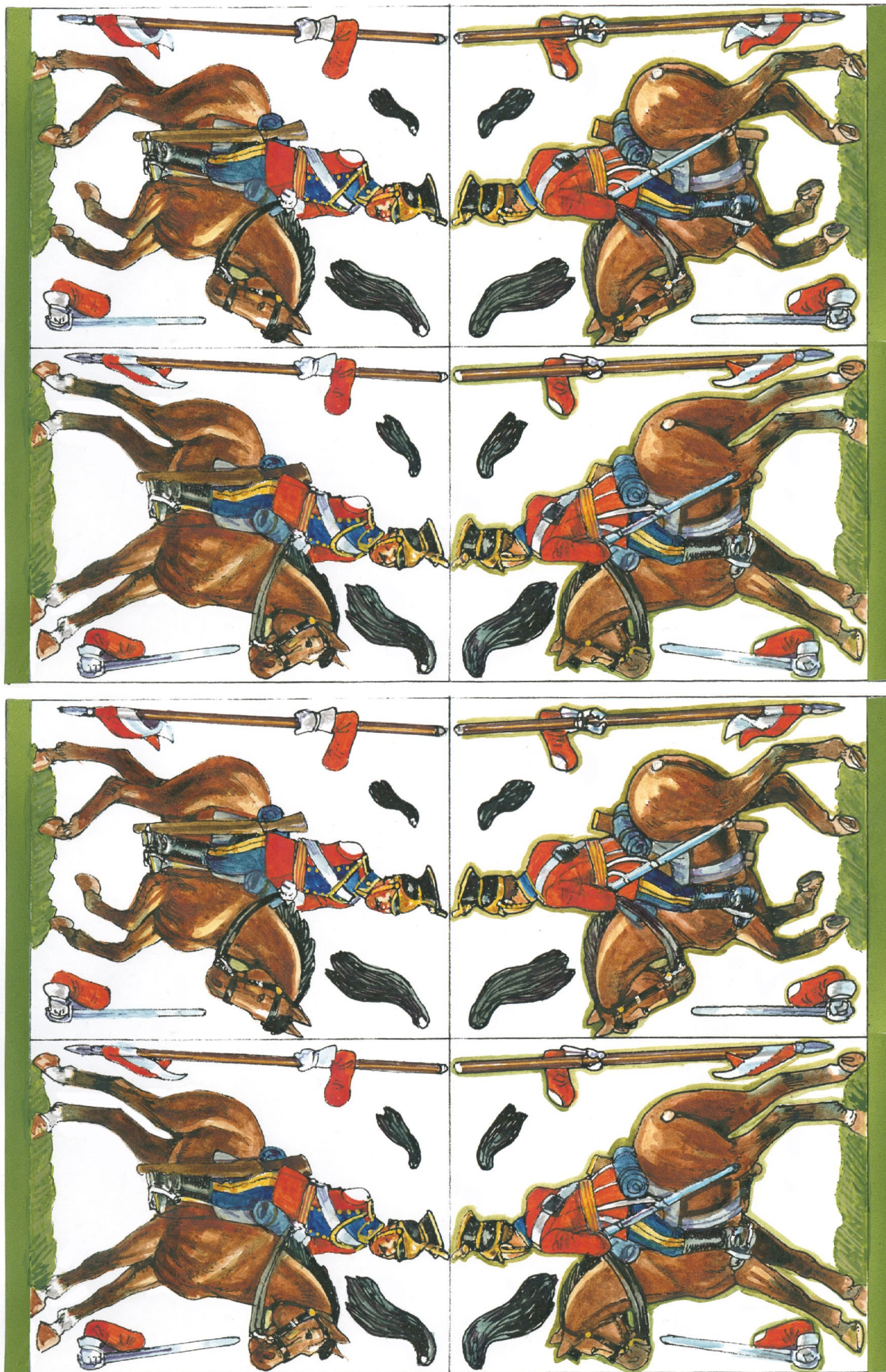


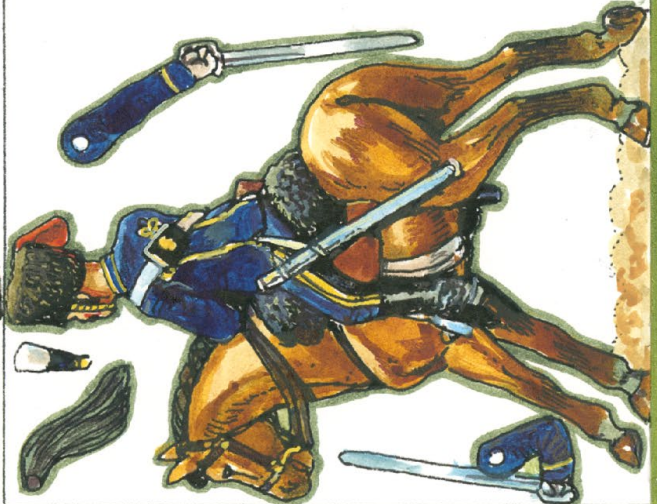
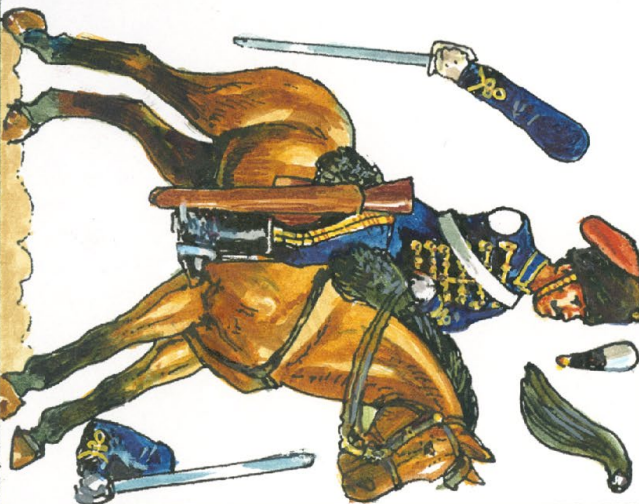
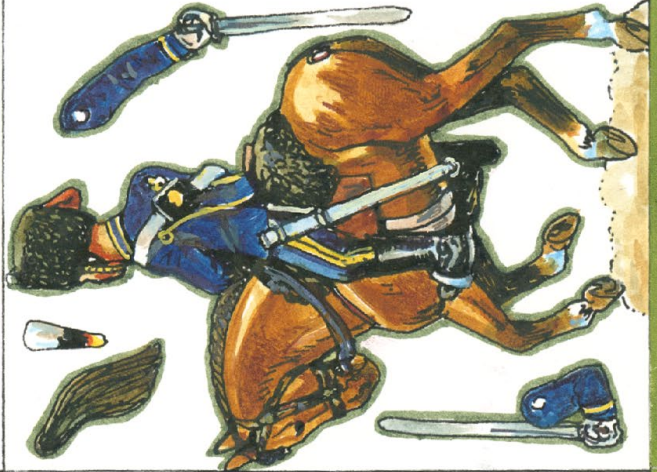
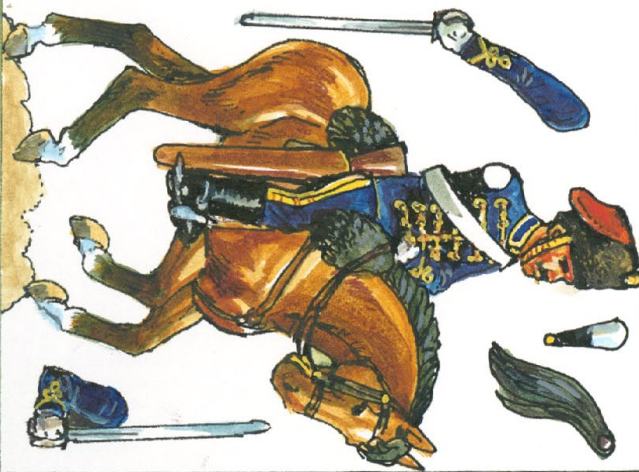
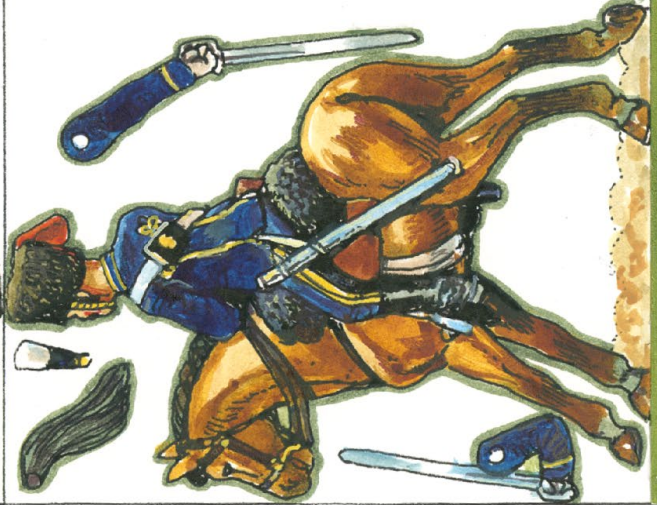
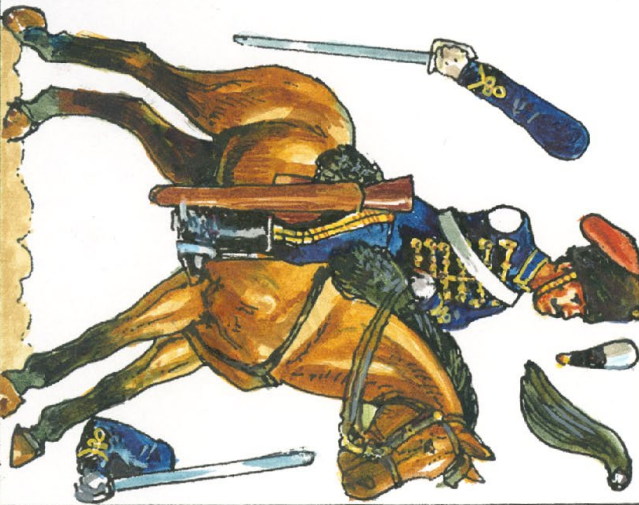
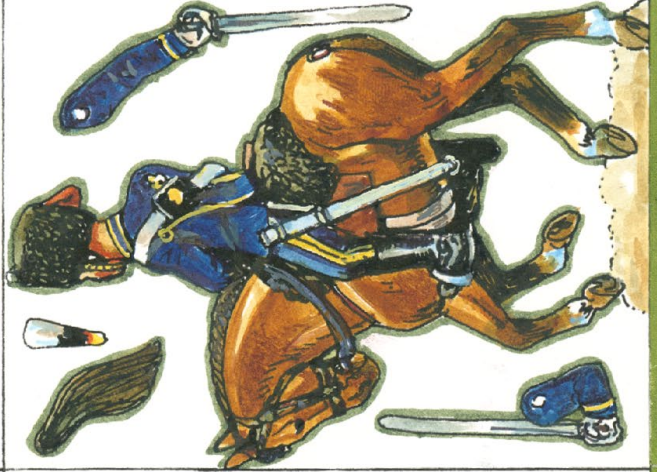
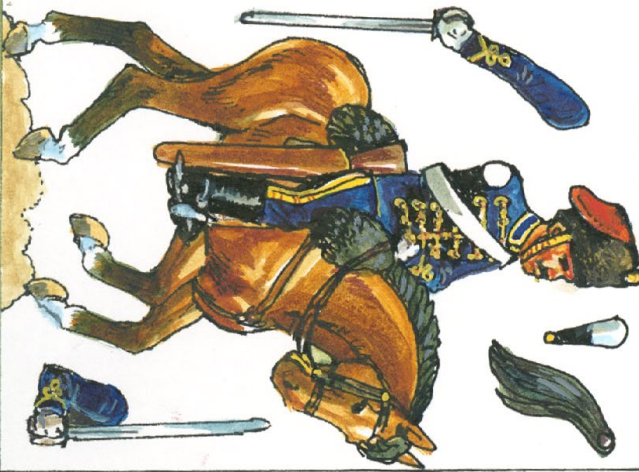


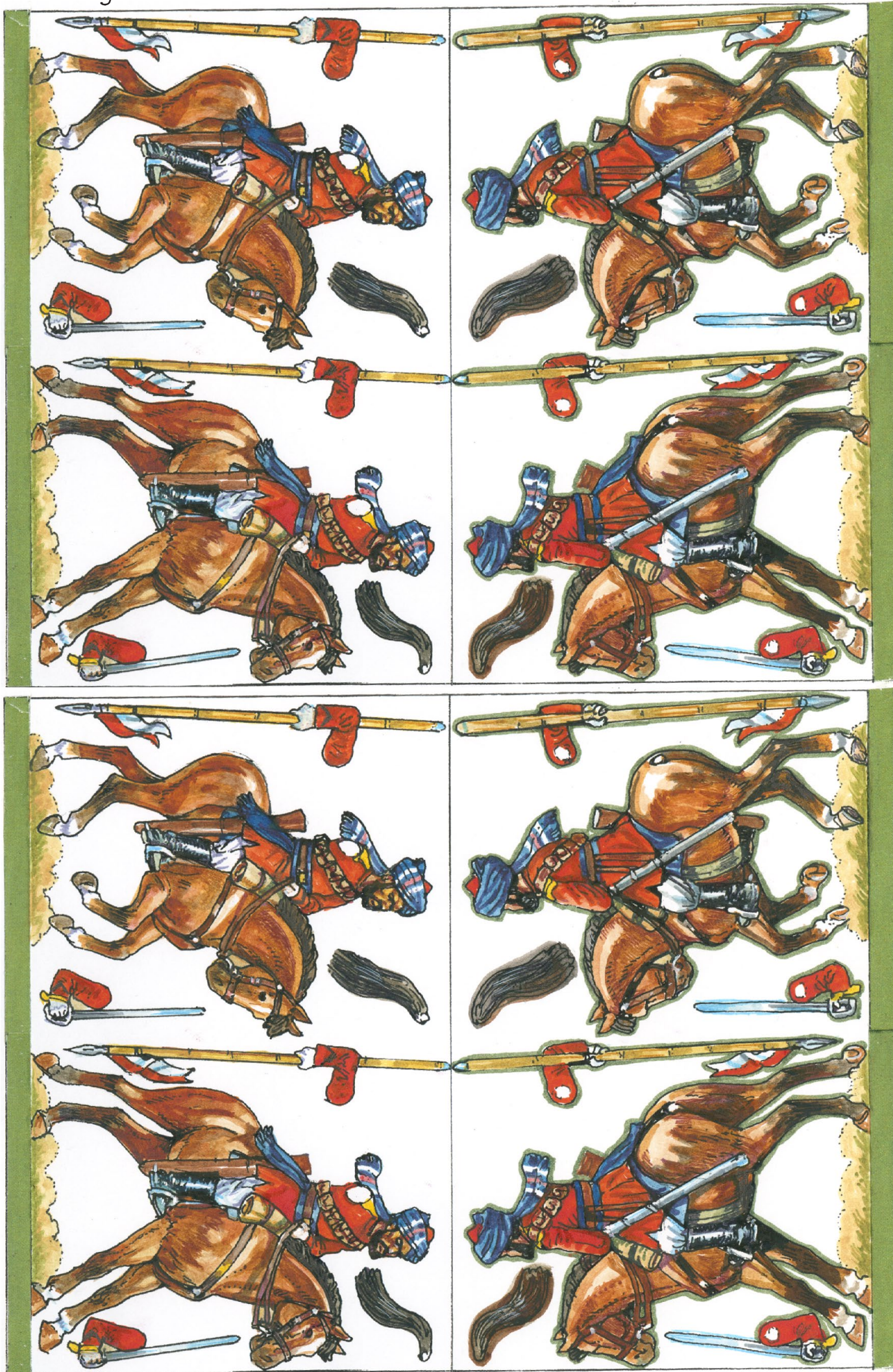




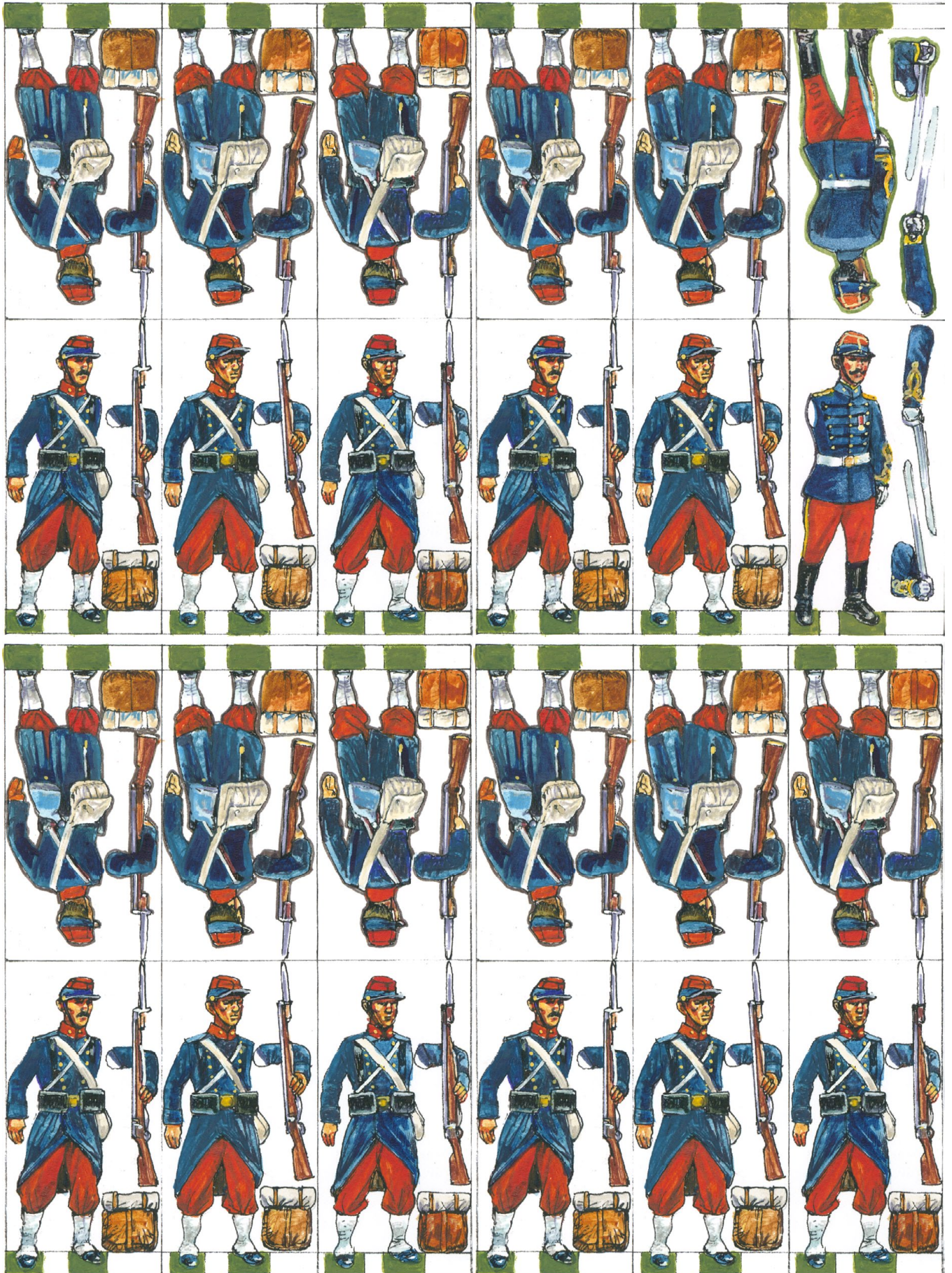




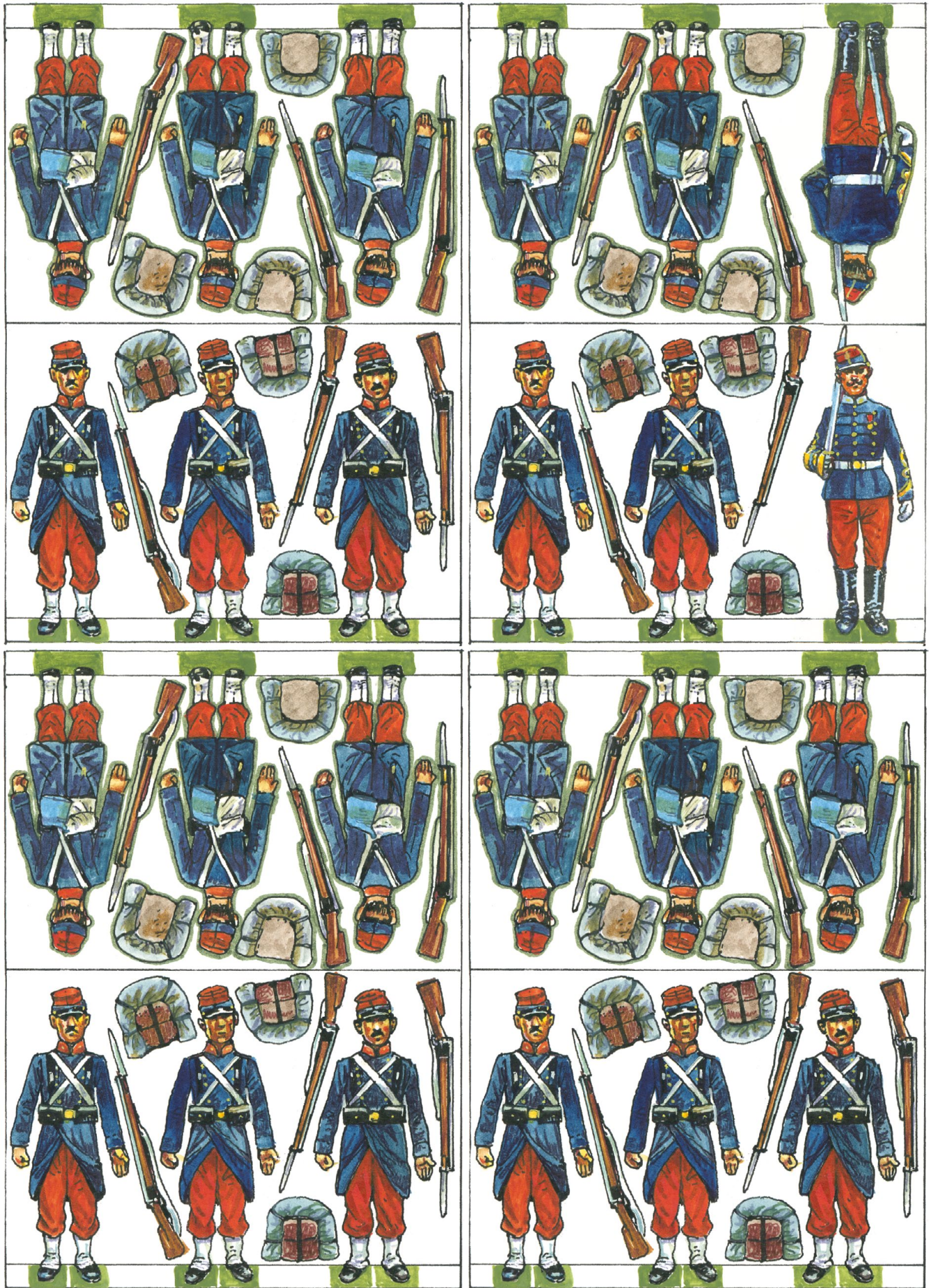


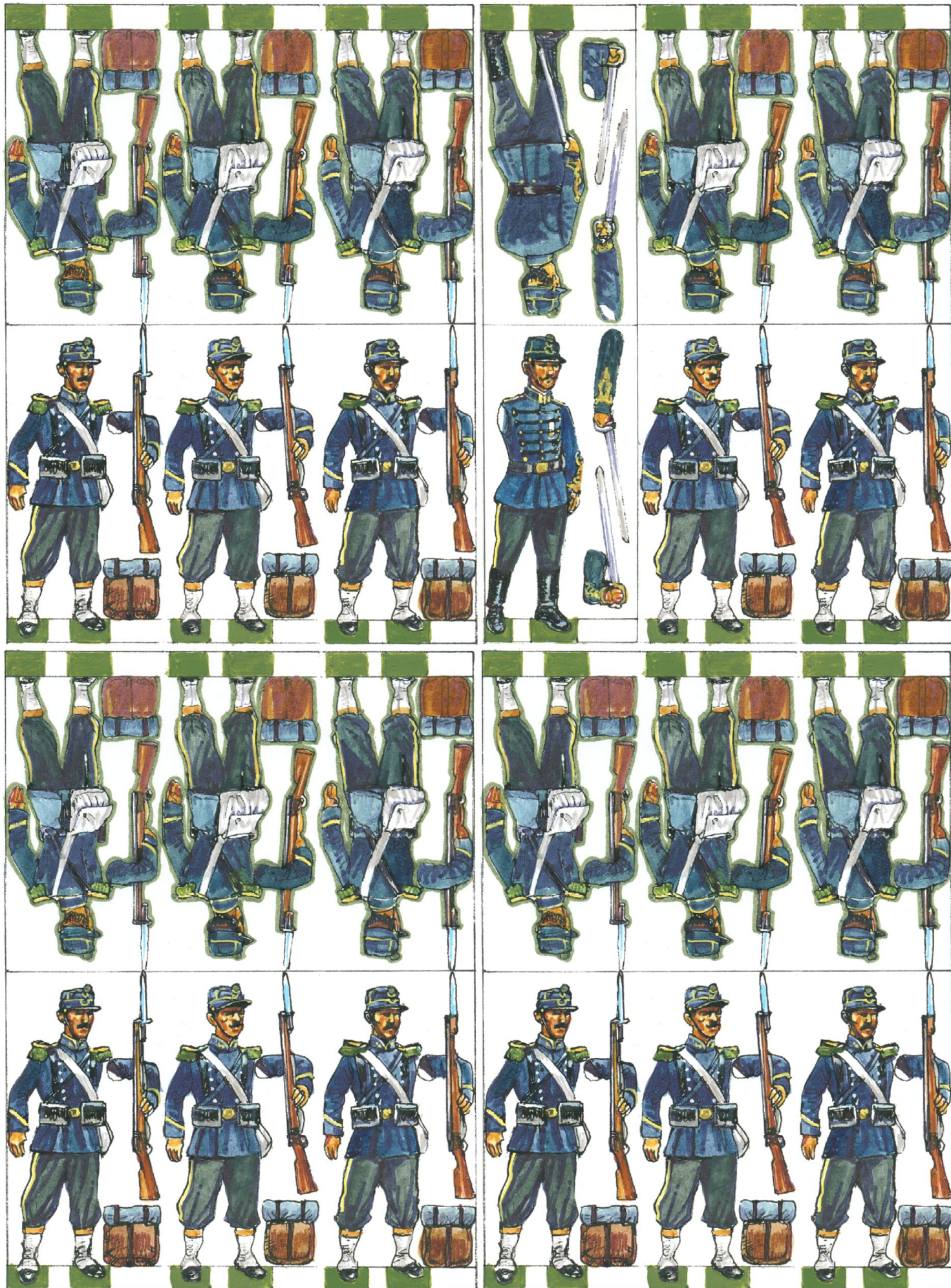


Blue Line Infantry advancing



Blue Line Infantry marching

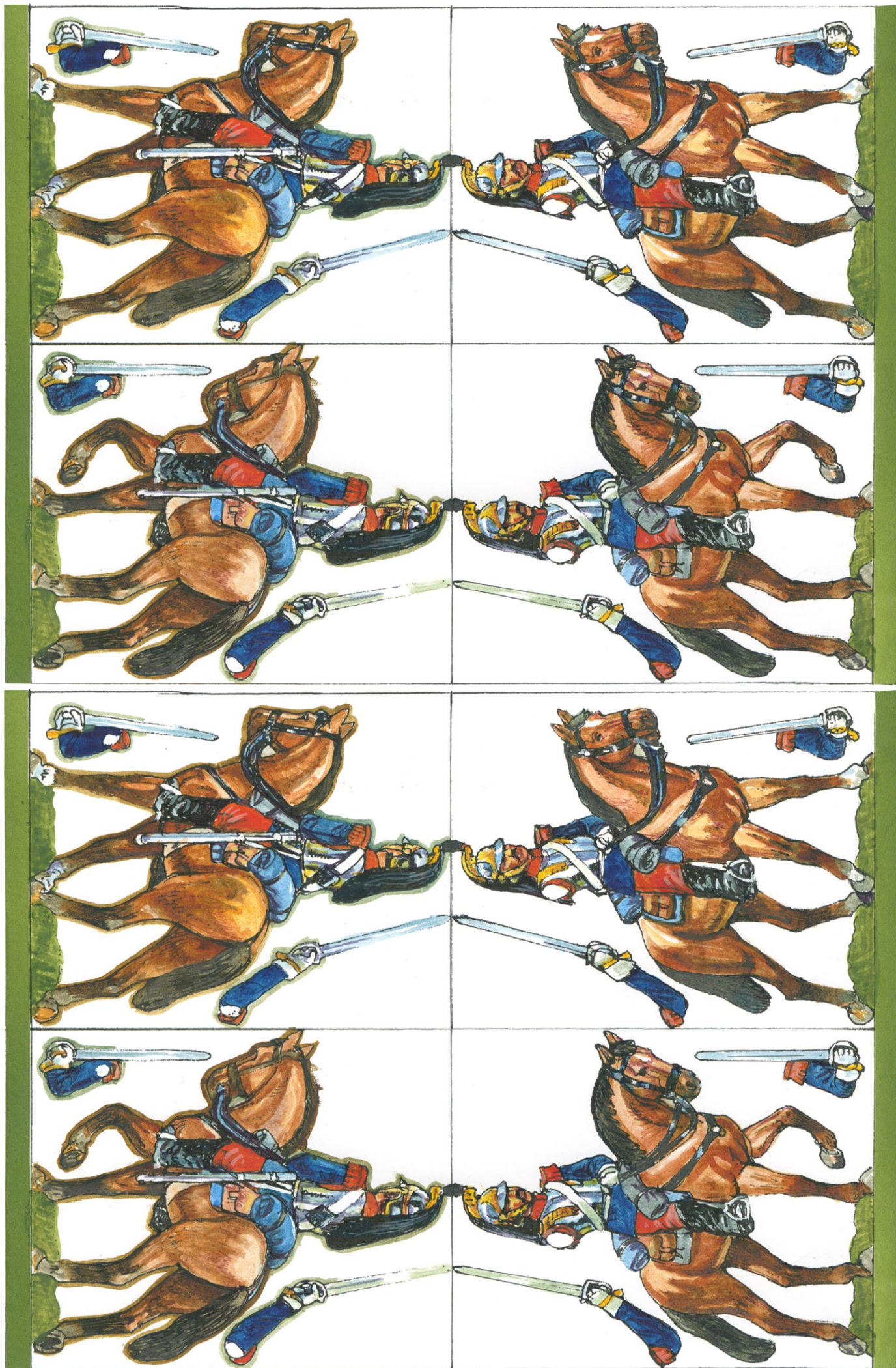






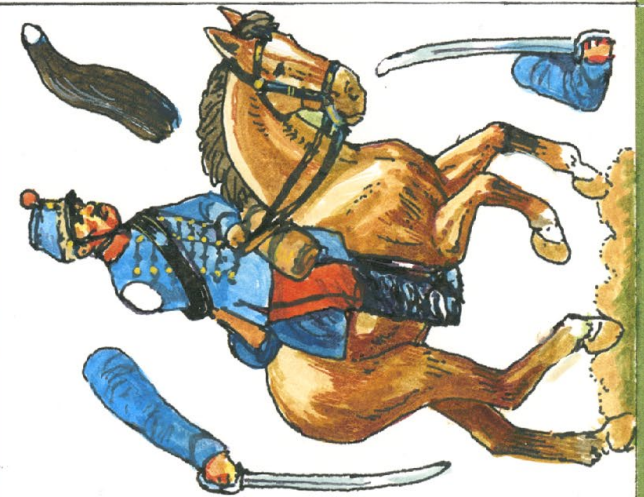
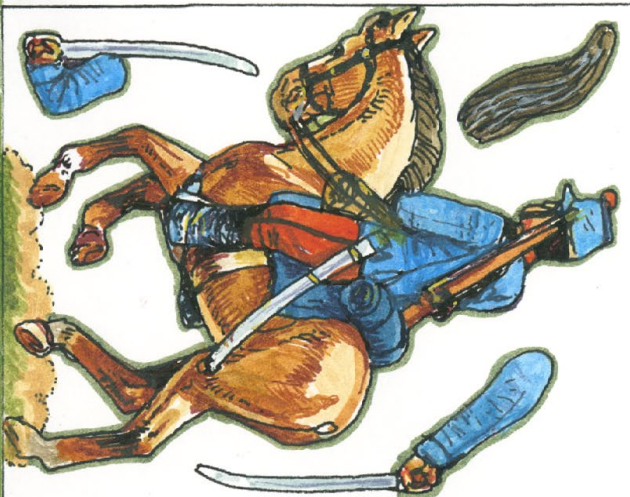
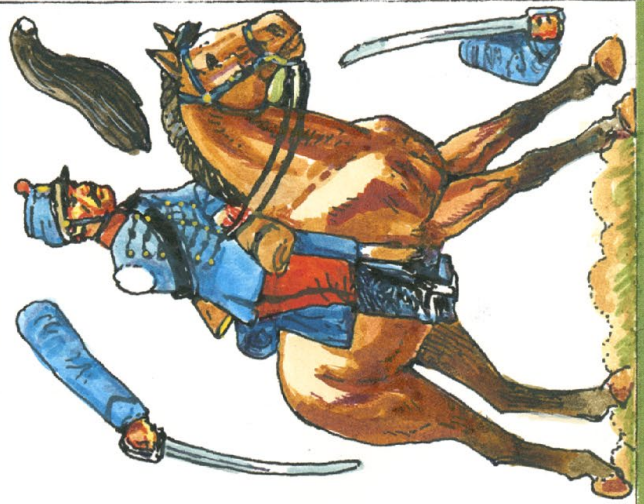
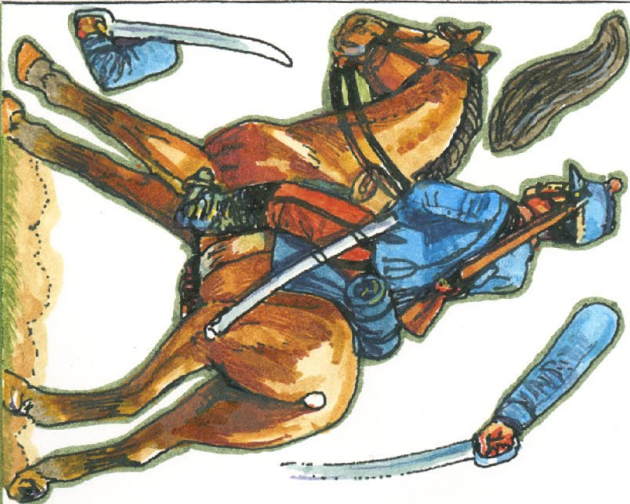
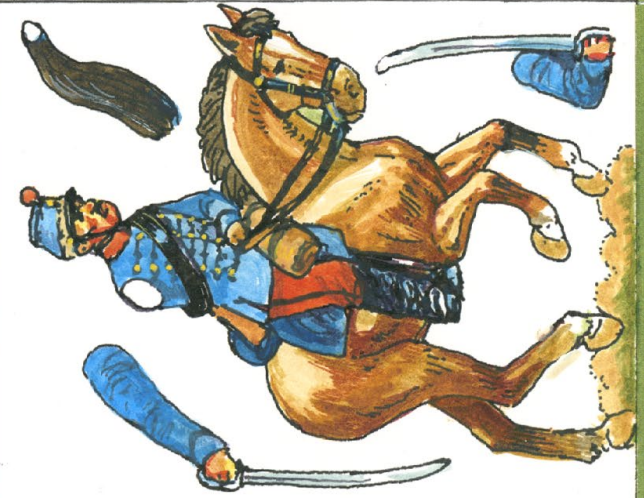
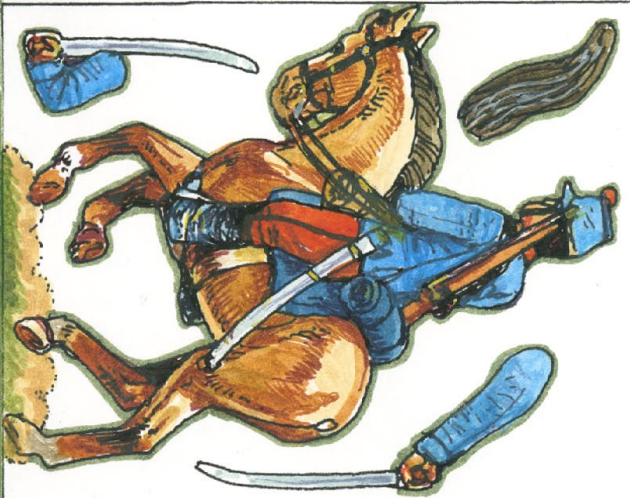
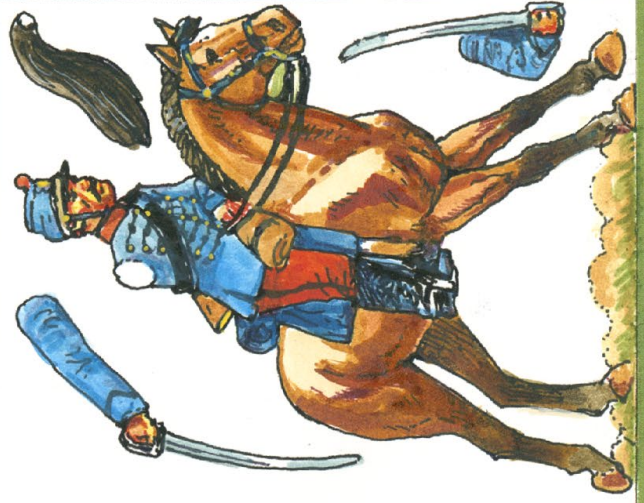
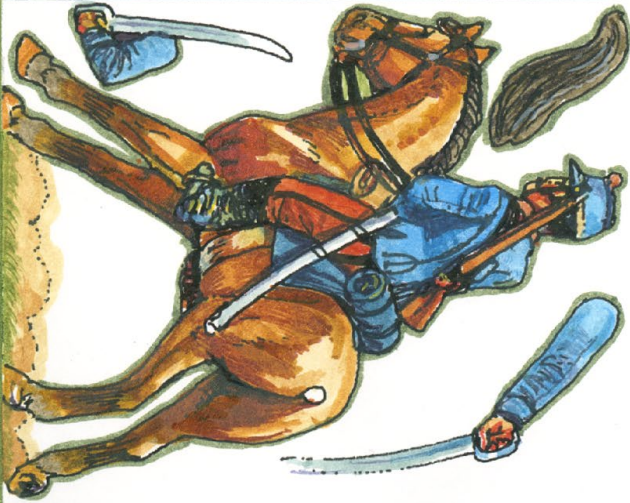
Blue Algerian Light Infantry





Blue Dragoon Lancers

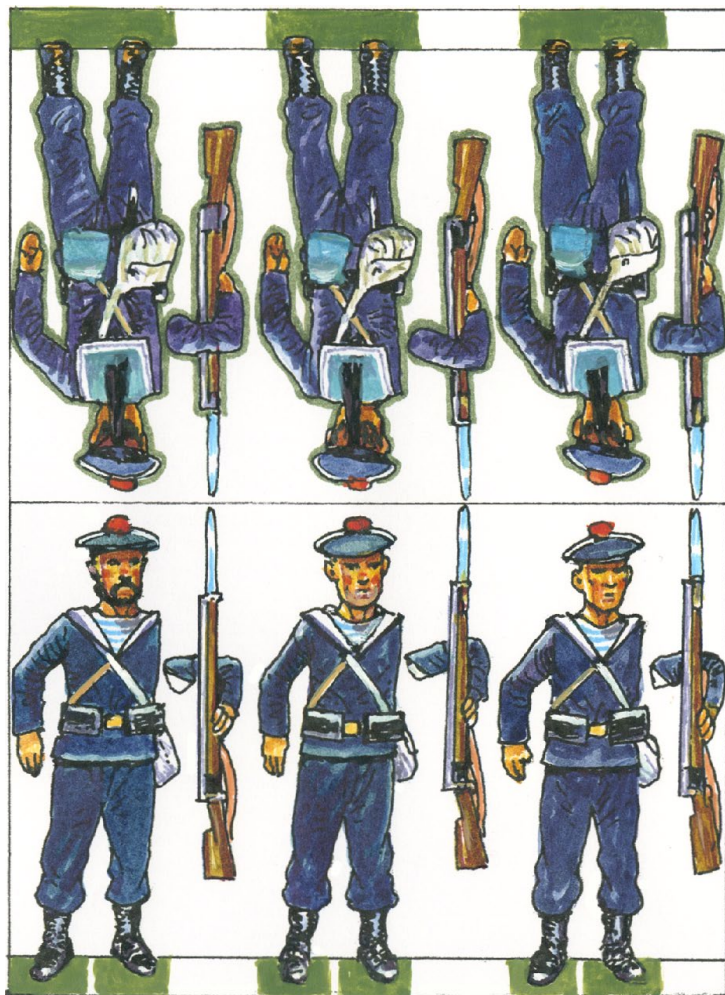
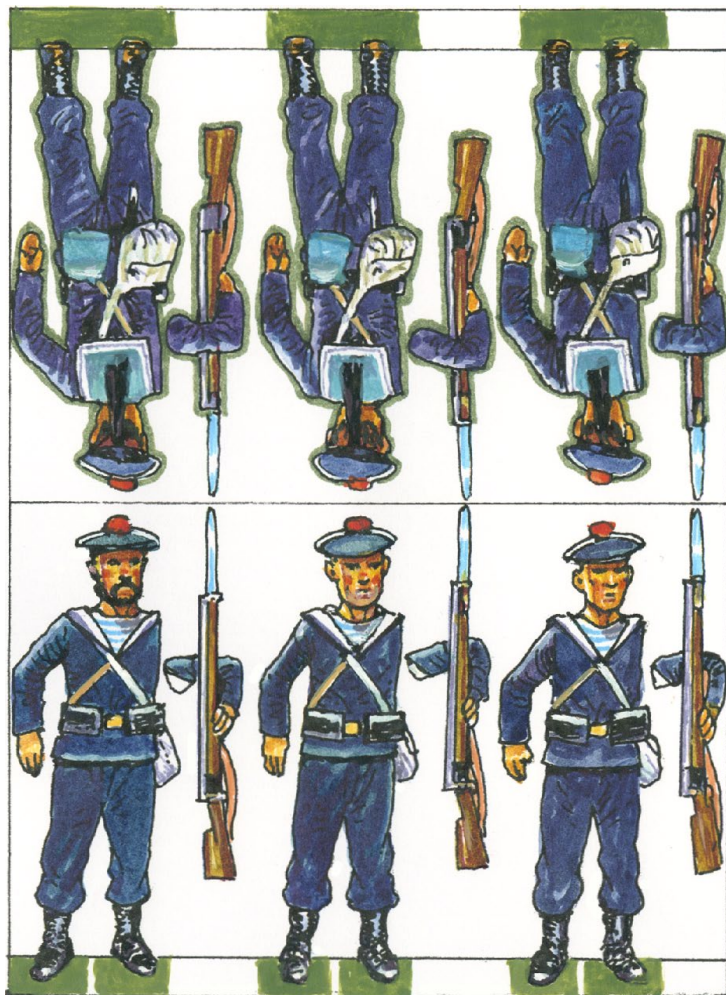






Blue Naval Landing Party

The officer's uniform was the same in Redland and Blueland



Red Naval Landing Party

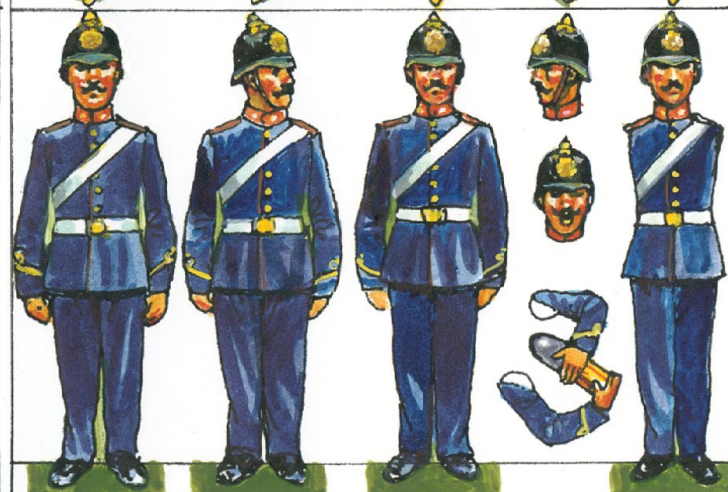
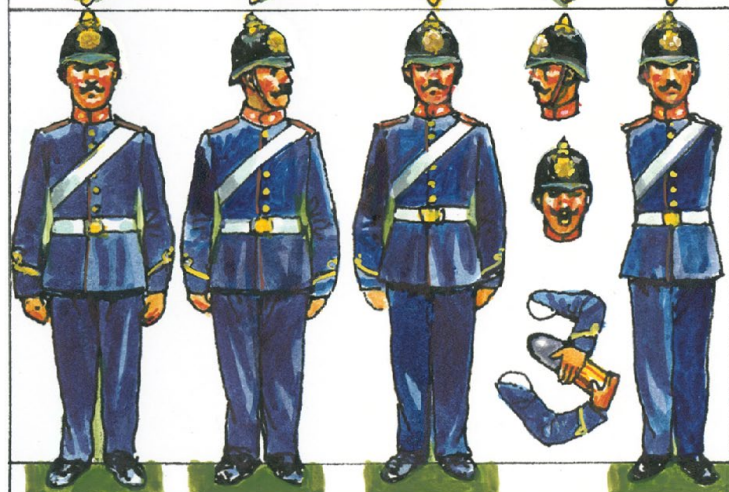
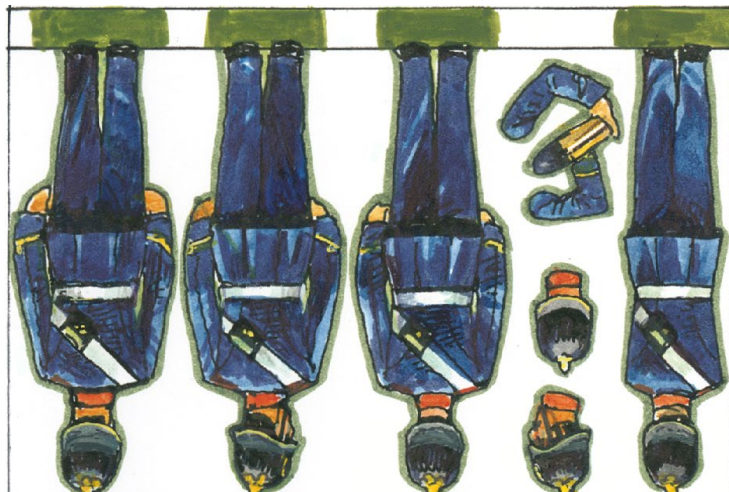
use the same officer for both sides

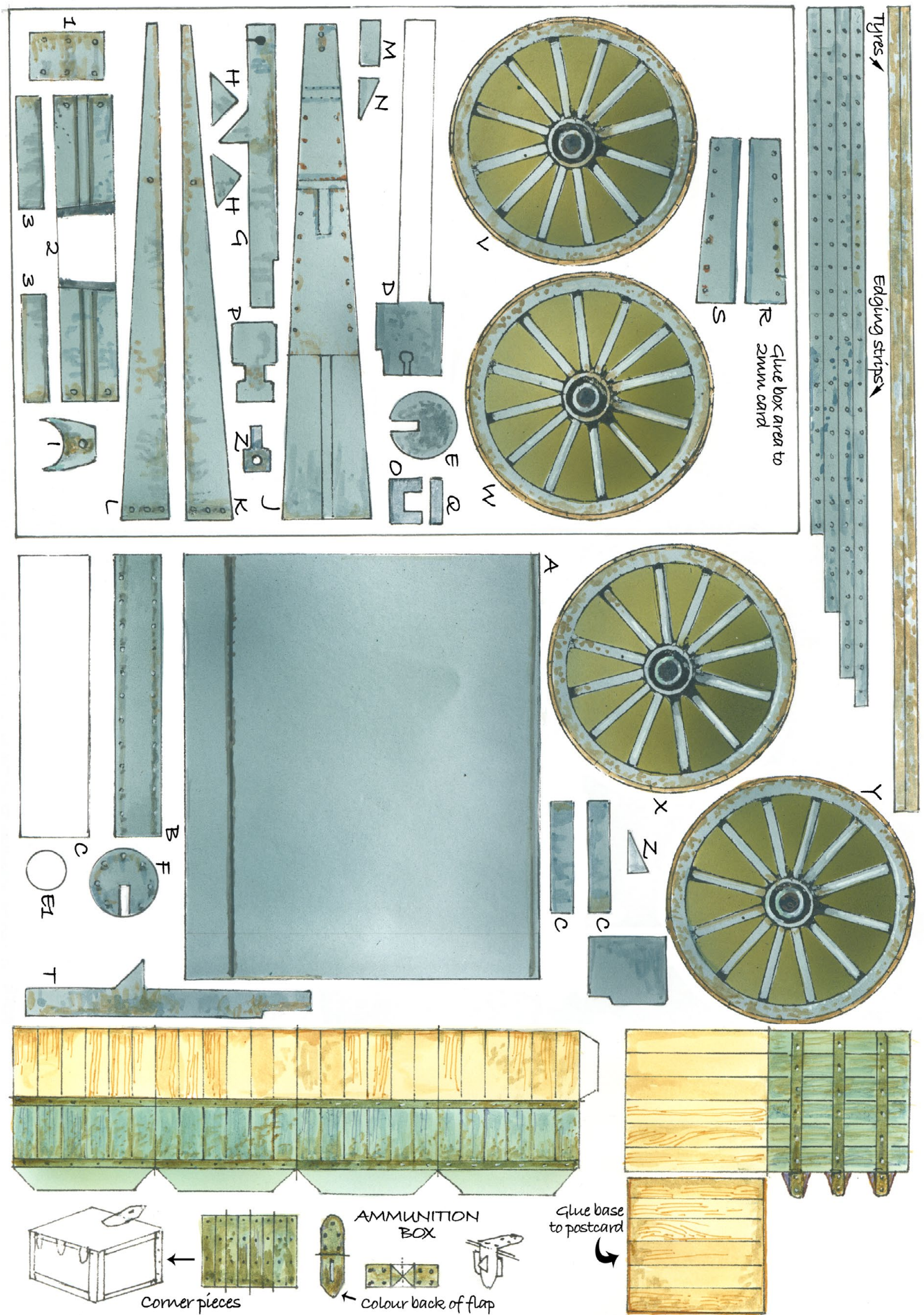


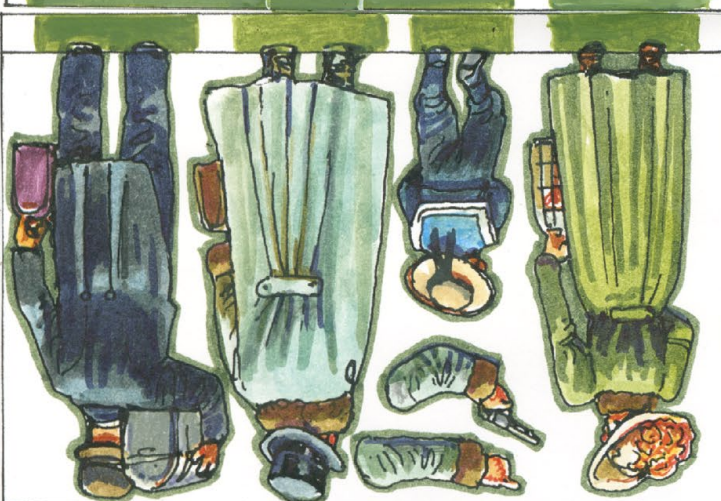
Blue Gun Crew



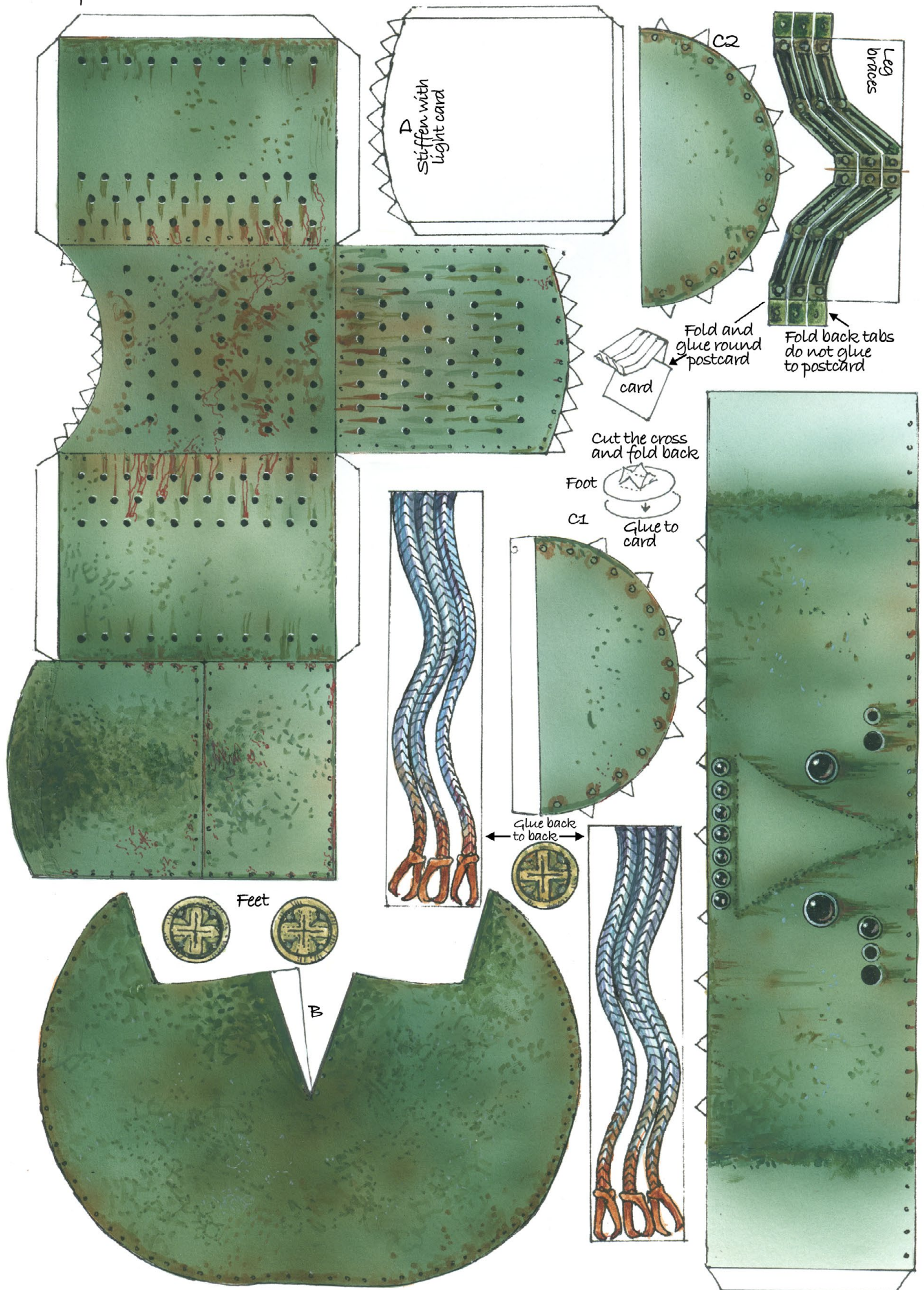
Red Gun Crew



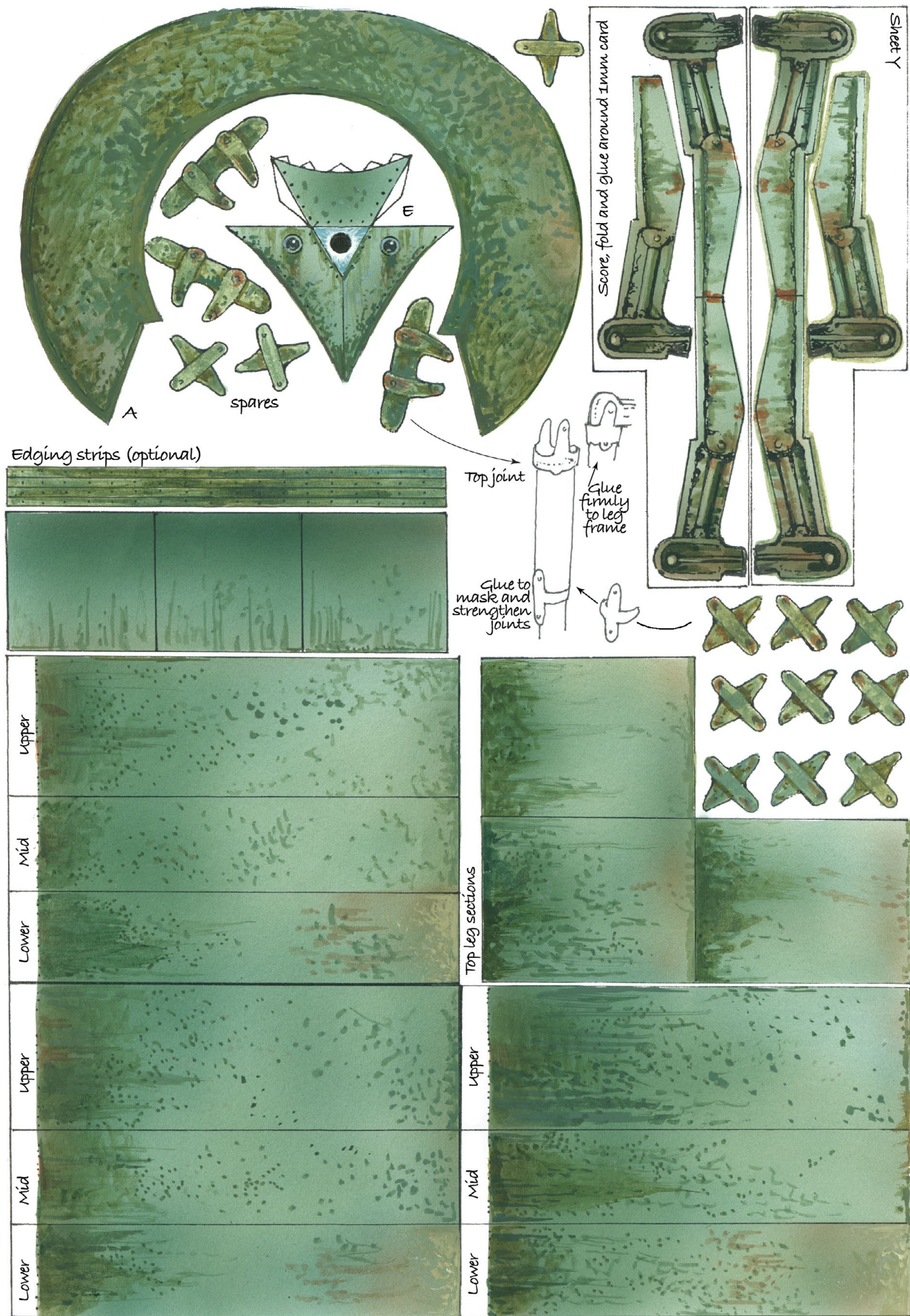




Tripod 1

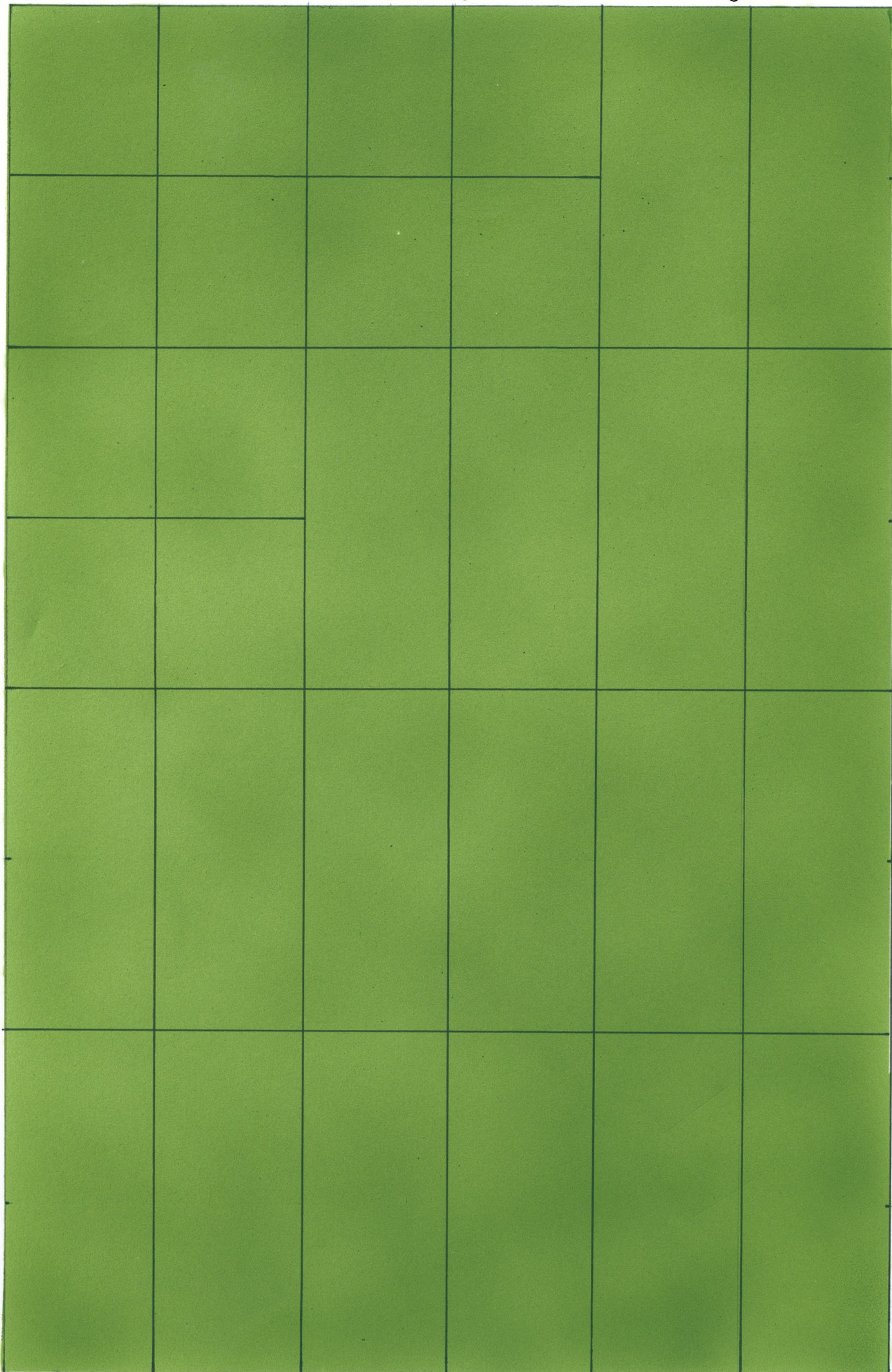


Tripod 2



Bases. Use scrap card bases 20mm x 25mm for infantry and 20mm x 60mm for cavalry.

Mount the cavalry figures diagonally across the base. Note that the long bases are exactly twice the size of the short ones and are marked for cutting in half if you just want infantry bases.





The 'Paperboys Edition' of *Little Wars* is the first time this wargaming classic by the great HG Wells has been published with the makings of the Blue and Red armies contained within its covers. Historical Illustrator **Peter Dennis** supplies not only the artwork from which you can create the troops, but a working cannon too which will enable you to play this elemental wargame from the very beginnings of the hobby.

Andy Callan provides an insightful introduction to the text and a quirky way of including Wells's Martian invaders within the spirit of *Little Wars*. Ulla ulla!



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